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## THE GAME OF DRAUGHTS

# STUDIES

OF THE

## TWO-MOVE OPENINGS

A critical examination of the latest and soundest methods of attack and defence, adopted by the experts in match and tourney play, with instructions, notes, and original variations, also many notable positions illustrated by diagrams.

By H. F. SHEARER,

Author of "The Modern Draughts Handbook."

Editor of "The Dundee People's Journal"  
Draughts Column.

### PART I.

**No. 1.—9 13, 21 17 (Edinburgh)**

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# LIST OF SIGNS USED IN THIS WORK.

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\*—denotes an essential move.

! — „ a brilliant, or very strong move.

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The signs \$, ¶ and || are occasionally used to indicate where deviations occur from minor lines of play, and have no reference to the quality of the moves at which they are placed.

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Credit is given to the proper authorities for every variation, so far as known. All play given without any name appended, is my own work. Should anyone be entitled to a line of play through prior publication, I shall be glad to recognise any duly authenticated claims of this nature in an appendix.

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## PREFACE.

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SINCE the completion of the “British Draught Player” series, great changes have taken place in the openings. The general adoption of the two-move restriction has rendered necessary a similar series dealing with the new openings. From time to time I have published a few studies of various opening formations in the “People’s Journal” draughts column, and as these seemed to be much appreciated by the draughts public, I have acceded to the requests of many of my correspondents to extend these and publish them in more permanent form.

I accordingly communicated my intention to Mr. J. Gould, the pioneer of cheap literature on the game, and, finding his opinion favourable to the project, I have been encouraged to proceed with it. I have been at some pains to secure the most up-to-date examples of play on every line dealt with, but it will be found that I have taken none of it for granted, without the strictest examination. In many cases I have joined issue with the authorities quoted, and have also submitted new lines of play proposing to improve on some of their findings. Such temerity will doubtless result in my being taken to task for some errors, but, notwithstanding that possibility, I believe the draughts community will appreciate the effort to illustrate some of the hitherto undiscovered pitfalls of the game. Any corrections will be welcomed.

Only one thing more is necessary—a sufficiently large measure of support, to encourage the publishers and the author in going on with the series to its completion in due course.

I trust that these studies may be found useful to all grades of players, for, although I do not presume to instruct the expert, it may be that even he will find these little books of some use as works of reference.

*Dundee.*

H. F. SHEARER.

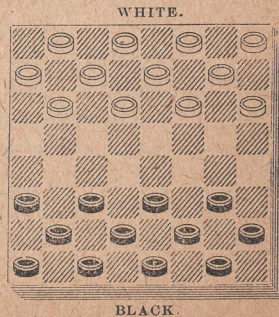
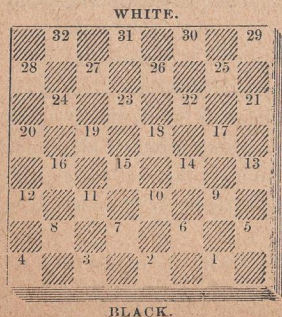


## INSTRUCTIONS.

The Game of Draughts is played by two persons upon a board divided into sixty-four squares, of opposite colours; and upon these twenty-four draughts men—of opposite colours also—are moved according to the rules which govern the game. On commencing to play each player has twelve men, which are to be placed on the black squares (many prefer the white squares) numbered 1 to 12 for the black men, and 21 to 32 for the white. The men being placed upon the board as directed, the game is commenced, and is continued by each player moving alternately. The right to move first is to be decided by lot, and each player takes the black pieces alternately. The men can only move forward diagonally one square at a time; but any man that shall attain the extreme line of the board—called the crown head—is “crowned” by having another placed on him; and then he assumes the title of King, with the power of moving and capturing backward or forward. The men capture in the direction in which they move, by leaping over any opposing piece that may be *en prise* into the vacant square behind him; the captured piece is then to be taken off the board.

Supposing Black begins the game by moving 11 to 15, and White answers the move by advancing 22 to 18, Black's next move must be the capture of the white piece by leaping over him to the vacant square 22. Further instructions will be obtained by consulting the rules and playing over and carefully studying the games.

The game is won by the player who first succeeds in capturing or blocking up all his adversary's men; and when the respective forces of each side are so reduced that it cannot be accomplished the game must be relinquished as drawn. Previous to commencing number the board and place the men as shown on the following diagrams. No matter whether white or black squares are used so long as the “double-corner” is on the player's right hand.



## THE STANDARD LAWS.

1.—The Standard Board must be of light and dark squares, not less than fourteen and one-half inches, nor more than sixteen inches across said squares.

2.—The Board shall be placed so that the bottom corner square on the left hand shall be black.

3.—The Standard Men, technically described as Black and White, must be light and dark (say red and white, or black and white), turned, and round, and not less than one and one-eighth inch, nor more than one and one-fourth inch in diameter.

4.—The men shall be placed on the black squares.

5.—The black men shall invariably be placed upon the real or supposed first twelve squares of the board; the white men upon the last twelve squares.

6.—Each player shall play alternately with black and white men, and lots shall be cast for the colour only once—viz., at the commencement of a match—the winner to have the choice of taking either black or white.

7.—The first move must invariably be made by the person having the black men.

8.—At the end of Five Minutes (if the move has not been previously made), “Time” must be called in a distinct manner, by the person appointed for the purpose; and if the move be not completed on the expiry of another minute, the game shall be adjudged as lost through improper delay.

9.—When there is only one way of taking one or more pieces, “Time” shall be called at the end of one minute; and if the move be not completed on the expiry of another minute, the game shall be adjudged as lost through improper delay.

10.—Either player is entitled, on giving intimation, to arrange his own, or his opponent's pieces properly on the squares. After the move has been made, however, if either player touch or arrange any piece without giving intimation he shall be cautioned for the first offence, and shall forfeit the game for any subsequent act of the kind.

11.—After the pieces have been arranged, if the person whose turn it is to play touch one, he must either play it or forfeit the game. When the piece is not playable, he is penalized according to the preceding law.

12.—If any part of a playable piece be played over an angle of the square on which it is stationed, the play must be completed in that direction.

13.—A capturing play, as well as an ordinary one, is completed whenever the hand is withdrawn from the piece played, even although two or more pieces should have been taken.



## STANDARD LAWS.

14.—When taking, if a player remove one of his own pieces he cannot replace it; but his opponent can either play or insist on his replacing it.

15.—Either player making a false or improper move, shall instantly forfeit the game to his opponent, without another move being made.

16.—The "Huff" or "Blow" is (before one plays his own piece) to remove from the board any one of the adverse pieces that might or should have taken. But the huff or blow never constitutes a play.

17.—The player has the power either to Huff, compel the take, or to let the piece remain on the board, as he thinks proper.

18.—When a Man first reaches any of the squares on the opposite extreme line of the board it becomes a King, and can be moved backwards or forwards, as the limits of the board permit (though not in the same play), and must be crowned—by placing a man on the top of it—by the opponent. If he neglect to do so, and play, any such play shall be put back until the Man be crowned.

19.—A Draw is when neither of the players can force a win. When one of the sides appears stronger than the other, the stronger party is required to complete the win, or to show to the satisfaction of the umpire or referee at least a decided advantage over his opponent within forty of his own moves—to be counted from the point at which notice was given—failing in which he must relinquish the game as a draw.

20.—Anything which may tend either to annoy or distract the attention of the player is strictly forbidden—such as making signs or sounds, pointing or hovering over the board, unnecessarily delaying to move a piece touched, or smoking. Any principal so acting, after having been warned of the consequence and requested to desist, shall forfeit the game.

21.—While a game is pending, neither player is permitted to leave the room without a sufficient reason, or receiving the other's consent or company.

22.—Any spectator giving warning, either by sign, sound, or remark, on any of the games, whether played or pending, shall be ordered from the room during the match, and play will be discontinued until such offending party retires.

23.—A match between equals, wins and draws to count, should consist of an even number of games, so that each player may have the first move the same number of times.

24.—Either player committing a breach of any of these laws must submit to the penalty; and his opponent is equally bound to exact the same.

25.—Should any dispute occur not satisfactorily determined by the preceding laws, a written statement of the facts must be sent to a disinterested arbiter, having a knowledge of the game, whose decision shall be final.

## STUDIES OF THE OPENINGS.



### No. 1.—9 13, 21 17.

9 13	e- 6 10	i-15 19	8 11	11 16	5 14
21 17	22 17	2-k-24 15	28 24	27 24	18 2
9-a-11 15	13 22	l-10 26	o-16 20	q-16 20	7 11
8-b-25 21	26 17	30 23	23 18	17 13	23 18
6-c- 8 11	4-f- 4 8	m- 6 10	20 27	10 17	27 31
5-d-17 14	29 25	n-23 19	32 23	21 14	19 15
10 17	3-g- 1 6	l-11 16	p- 2 6	20 27	Drawn.
21 14	h-25 21	27 23	31 27	14 9	

(a) We have now the "Switcher" opening, usually formed by 11-15, 21-17, 9-13. This game is one of the inventions of the great Wyllie, who played the white side with deadly effect against all comers, until the increasing publication of the best defences enabled players to make a better stand. Black has quite the stronger side, but notwithstanding, the opening offers many chances of wins to anyone who makes a careful study of the best White attacks. It will be found that the "Switcher" abounds in beautiful situations and subtle pitfalls.

(b) This is certainly the best play here, and anyone who essays the White side will be well advised to adhere to this line. Of the alternatives 23-18 (var. 8) is good enough for a draw, but offers little prospect of White wins. 24-20 was played in the 1911 Scottish Tourney by Scott against Ferrie, and a draw resulted, but if answered by 15-19, followed by 5-9, I can find nothing but a Black win. 23-19, \*5-9 is also a lost game for White.



8

EDINBURGH (9 13, 21 17).

(c) Opinions vary as to which is the better move here—the text, or 5-9. In point of strength there is little difference, but the text move, in addition to being the more popular attack of the two, leads to more interesting lines of play than the other.

(d) It is now established that White has no satisfactory alternative here. 24-19 (var. 5) is all but destroyed. 30-25, 29-25, and 23-18 have all been, at one time or another, denounced as losing moves. While I believe that theoretical draws can be shown on all three lines, for practical purposes they are extremely hazardous, and only suited for a friendly game or a “forlorn hope.”

(e) A point worth noting here. Black, in turn, cannot vary with effect. For instance:—4-8, \*29 25, 6 10, \*24-19, (§) 15-24, 28-19, 10-17, 25-21, 1 6, 21-14, 6-10, 30-25, 10-17, 25-21, 2-6, 21-14, 6-10, 22-17, etc., draws, but is very tame. (§) If †10-17, 19-10, 7-14, 25-21, 3-7, 28-24, 1-6, 24 20, 6-10, 27-24, 2-6, 24-19, \*11-15, 32-28, 15-24, 28-19, 8-11, 31-27, 11-15, 27-24, 6 9, 20-16, 14-18, draws. This leads into highly complicated lines of play, similar to the “Doctor” game, but stronger for White. Such lines should be avoided by all except adventurous players.

(f) At one time this was held as being much stronger than 15-18 (the older line) and enjoyed corresponding popularity in match and tourney play. I think the strength of 4-8 has been over-rated. It is safer for Black than 15-18, but not stronger.

(g) This was the favourite continuation, and was held in some dread by tourney players for a time. Such stalwarts as Stewart, Ferrie, Searight, and even old Wyllie himself, have all fallen victims with the White at one time or another. Since the discovery of adequate defences, however, the one-time favourite has fallen into disfavour. I think 2-6 (var. 3) rather stronger.

(h) Any variation here is perilous. 31-26 and 30-26 result in very difficult draws. 24-19 and 24-20 both lose.

(i) The following, while not quite so strong, is deceptive and should be carefully studied:—15-18 (j) 30-25, 12-16, 24-20, 16-19, 23-16, 18-22, 25-18, 10-15, 27-23, 15-22, \*16-12, 22-25, 23-19, 25-29, 28-24, 6-10, 17-13, 10-17, 21-14, 29-25, 19-16, \*2-6, 13-9, 6-13, 14-10. Drawn.—*Martins v. Wyllie in their “Last Battle.”*

(j) 24-19 is not so strong. Continue 18-22, 23-18, \*11-16, 27-23, 8-11, 17-13, 10-17, 21-14, 7-10, 14-7, 3-10, 28-24, 6-9, 13-6, 2-9, 24-20, 9-14, 18-9, 5-14, 32-28, 14 17, 23-18, 16-23, 18-14, etc. Drawn.

(k) This capture, which was introduced by the writer some years ago, allows White an easier game than the alternative 23-16. The latter, however, is all right when you know it. See var. 2.

(l) 11-18, 30-25, 12-16, 28-24, 16-20, 24-19, 8-11, 19-16, 6-9, 17-13, 10-17, 13-6, 2-9, 23-14, 9-18, 21-14, 11-15, 16-12, 7-11, 31-26, 11-16, 14-10, 15-19. Drawn.

(m) The amateur will observe that 11-16 allows White to win. 12-16, draws by 23-18, 6-10, 17-13, 10-17, 21-14, 2-6, 27-23, 16-19, 23-16, 11-20, 28-24, 20-27, 32-23, etc.

(n) 27-24, 11-15, 23-19 draws, same as var. 1, but †25-24, 11-15 is very weak, if not a loser for White.

(o) †2-6, 24-20, 6-9, 23-18, 16-23, 17-13, 10-17, 21-14 is a very critical line for Black, but White seems unable to force a win.

(p) The amateur is left to work out the draw after 12-16, 19-12, 10-15.

(q) A critical and interesting ending. If 5-9, 14-5, 16-20, White has rather the best of matters by 5-1, 20-27, 17-13, but as there are many risks in this line, the amateur will be well advised to take the following safe course:—18-14, 20-27, 23-18, 27-31, 18-15, 31-26, 17-13. Drawn.

## Var. 1.

11 15	11 16	7 16	16 19	10 15	23 27
*27 24	17 13	14 7	32 27	21 17	13 9
8 11	16 23	3 10	2 7	19 23	7 10
*31 27	27 11	24 20	27 24	17 14	Drawn.

## Var. 2.

23 16	8 11	24 15	8 12	23 16	31 26
12 19	31 26	10 19	25 21	12 19	1 6
24 15	11 15	v-17 13	18 22	14 9	Drawn.
11 18	r-28 24	3 8	27 23	5 14	
30 25	s-15 19	21 17	22 31	17 1	Wyllie.

(r) 17-13, 10-17, 21-14, 3-8, 23-24, 8-12, (v) 32-28, 12-16, \*26-23, 16-19, 23-16, 7-10, 14-7, 2-20, 25-21, 6-10, 21-17, 18-22, 27-23, 20-27, 23-18. Drawn.—*R. Jordan.*

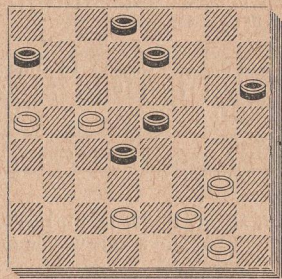
(s) 3-8, (t) 24-20, 8-12, 32-28, 15-19, 20-16, 6-9, 17-13, 10-17, 13-6, 2-9, 21-14, 9-13, 25-21, 18-22, 26-17, 13-22, 27-24. Drawn.—*R. Jordan v. J. C. Brown.*



(t) At this point 17-13 is often played. Now, it is this same 17-13 move that has brought this line into dis-repute. The draw is very critical:—17-13, 10-17, 21-14, 6-10, 25-21, 10-17, 21-14, 8-12, and the continuation forms an ending of the highest class: see diagram:—

## SOLUTION.

\*32 28  
12 16  
24 20  
16 19  
\*13 9  
7 10  
14 7  
2 11  
9 6  
18 23  
27 18  
15 31



White to play and draw.

6 2  
11 15  
2 7  
19 23  
7 11  
31 27  
11 18  
27 32  
18 27  
32 23  
20 16  
Drawn.  
R. Stewart,  
jr.

(u) 25-21, 12-16, now 14-10 was given by the late G. Buchanan to draw, but Lees had published the play to win a few years previously, thus:—14-10, 7-14, 24-20, 16-19, 27-23, 18-27, 32-16, 15-19, 16-11, 19-24, 11-8, 24-28, 8-3, 28-32, 3-8, 32-27, 8-11, 27-31, B. wins.—*J. Lees, 1892*. The correct play to draw, instead of 14-10 at 3rd move, is 26-23, 16-19, 23-16, 7-10, 14-7, 2-20, 21-17, 6-10, etc. Drawn as in note (v).

(v) At this stage the amateur will say "Why not take the two for one?" Well, James Searight did so in the final of the 1906 Scottish Tourney and came to grief. Had he been as well posted in published play as his opponent (Buchanan) he might have altered the final result. The following play was published by John Gregg in his "Guide" in 1903:—27-23, 18-27, 32-16, 7-10, 14-7, 2-20, 26-23, 20-24, 23-19, 24-27, 19-15, 27-31, 17-14, 6-9, 14-10, 31-26, 15-11, 26-23, 11-7, 23-18, 7-2, 9-13, 10-6, 8-8, 6-1, 8-12, 2-7, 12-16, 7-11, 16-19, 11-16, 19-23, 16-11, 23-26, 11-16, 26-31, 16-11, 31-26. B. wins. The position was published in the "Draughts World" at the time and the play ascribed to Buchanan, but "honour where honour is due," and Gregg must receive the credit.

## Var. 3.

2 6	27 24	6 9	c-24 20	11 25	2 6
x-24 19	a-15 18	23 18	*10 15	20 2	26 22
15 24	*31 26	9 13	19 10	13 31	w- 6 9
28 19	18 27	25 22	12 16	30 21	Drawn.
z-11 15	32 23	b- 8 11	d-18 15	31 26	

(w) I am doubtful as to whom should be given the credit for this variation. It was published by the late J. Lees in the 1896 Scottish Tourney Book, but had appeared before that date. I think Martins was the first to show it but am not certain. In my opinion it is the most beautiful of all the lines of this picturesque opening.

(x) 31-26 was played by Wyllie against Martins in one of their matches, and, although Martins scored a win, the line admits of a sound, but critical draw, thus:—31-26, (y) 12-16, 24-20, 8-12, 25-22, \*16-19, 23-16, 12-19, \*17-13, 10-17, 27-23, 5-9, 23-16, 9-14, 32-27, 6-10, \*27-23, 1-6, 16-12, 17-21, \*23-18, 14-23, 26-19 15-24, 28-19, 11-15, 19-16, 15-18, 22-15, 10-19, 16-11, etc. Drawn—*Robertson*.

(y) 15-18, 24-20, 11-15, 25-21, etc., makes a level draw. But 15-19 must be carefully handled. White must not "take" 23-16, which loses by 11-20; but 24-15 is good and sound.

(z) 11-16, 27-24, 16-20, 31-27, 8-11, \*25-22, \*6-9, 30-25, 9-18, \*22-6, 1-10, 17-13, 11-16, 25-21, 7-11, 21-17, 3-8, 32-28, 11-15, 17-14, 10-17, 19-10, 17-22, 10-7, 22-26, 7-3, 26-30, 3-7, 8-11, 7-3, 11-15, 3-7, 15-19, 24-15, 30-26, 23-18, 26-23, 27-24, 23-14, 15-10. Drawn.—*Buchanan v. Gall*.

(a) 6-9, \*31-27, 9-18, 23-14, 15-18, 27-23, 18-27, 32-23, 8-11, 25-22, 1-6, 30-25, 6-9, 23-18, 9-13, 25-21, 10-15, 19-10, 5-9, 14-5, 7-23, 17-14, 11-15, 5-1, 23-26, 1-6, 26-30 14-9, 3-7, 9-5, 7-11, 24-20. Drawn.—*Donaldson v. Wyllie*.

(b) 1-6, 24-20, 6-9, 26-23, 7-11, 14-7, 3-10, 30-26. Drawn.—*Robertson v. Wyllie*.

(c) 26-23, 1-6, 24-20, 6-9, 30-25, 3-8, 25-21, 11-15, 18-2, 9-25, 2-6. Drawn.—*Wyllie*.

(d) 26-23 at this point allows Black a pretty winning coup which is left as a useful exercise for the student.

## Var. 4.

e-15 18	28 24	15 24	31 22	8 15	13 9
f-24 20	15 22	28 19	6 9	6 2	10 15
g-h- 2 6	*32 28	* 3 8	15 6	5 9	9 5
i-29 25	l-m- 6 10	18 15	9 27	17 13	27 31
k-18 22	24 19	1 6	*19 15	9 14	7 11
25 18	n-11 15	27 23	7 10	2 7	Drawn.
10 15	23 18	22 26	15 11	15 19	Wyllie.



(e) The old attack. It is quite as strong as 4-8, but perhaps White has more chances of securing a win by some one of the many snares peculiar to this variation.

(f) Practically compulsory. 24-19 is drawable, but very critical. 29-25 is the famous line that caused a great controversy between 30 and 40 years ago. The Wyllie-Martins match of 1880 was held to have proved the draw, but if the line were of first importance I believe that the alleged draw would not stand long.

(g) Another strong line here is the following:—10-15, 28-24, 2-6, (¶) 29-25, (§) 18-22, etc. Drawn, same as var. 4. (§) 12-16 here loses by the stroke 23-19, 16-23, 20-16, 11-20, 25-22, etc.—*Holmes beat J. C. Brown.* (¶) 17-13 was played by R. Jordan against Stewart in their great match, and the following critical draw resulted:—4-8, 32-28, 18-22, 23-19, \*15-18, 30-26, 22-25, 29-15, 11-18, \*19-15, 6-10, 15-6, 1-17, 26-23, 18-22, 23-18, 22-26, 31-22, 17-26, 27-23, 26-31, 13-9 Drawn.

(h) 1-6 and 3-8 are good lines, which may be found illustrated in "Lees' Guide."

(i) ‡28-24, 6-9, (j) 17-13, 10-17, 13-6, 1-10, 23-14, 17-22! B. wins.—*R. Fraser (Dundee)* 1892. J. C. Brown beat both R. Jordan and Buchanan on this line.

(j) Several attempts were made to draw this line, by 30-26 and 32-28, but ultimately a forced Black win was demonstrated against all defences. T. Cowie (Liverpool), R. McLaren (Canada), and the writer, among them demolished White's game.

(k) †11-15 draws, but is unsafe for Black. Wyllie's great stroke occurs on that line:—11-15, 28-24, 4-8, 30-26, †6-9, 24-19! 15-24, 20-16, 12-19, 27-20, 18-27, 31-6, 9-18, 26-22. White wins.

(l) 6-9, \*17-13, 9-18, 23-14, 11-15, 13-9, 4-8, 24-19, 15-24, 28-19, 8-11, 27-24, 12-16, 19-12, 11-15, 20-16, 15-18, 24-20, 7-11, 16-7, 3-17, 12-8, 5-14, 8-3, 18-23, 3-7, 23-26. Drawn.—*Henderson v. Searight.*

(m) A neat "cook" played against A. Jordan during his American tour:—11-15, \*23-18, 7-11, 24-19, 15-24, 28-19, 3-7, 19-15, 4-8, 27-24, 12-16, 14-9!! Drawn.—*"A Chicago Player" v. A. Jordan.*

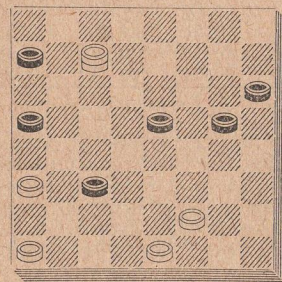
(n) Black should not take the two pieces by 10-15, 5-9, etc., as White gets a strong ending.

## Var. 5.

o-24 19	19 10	18 14	*26 22	17 13	7 2
15 24	7 23	9 18	7 10	15 22	8 11
28 19	27 18	22 15	15 11	13 6	2 6
p- 5 9	q- 1 5	13 22	6 9	2 9	9 13
23 18	t-30 25	25 18	22 17	11 7	v-32 27
p-10 15	11 16	* 3 7	10 15	u- 4 8	11 15

forms the brilliant ending illustrated.

21 17  
16 19  
6 10  
15 18  
17 14  
12 16  
10 15!  
19 23  
15 10  
23 32



31 27  
32 23  
14 9  
5 14  
10 12  
Drawn.

*H. F. Shearer*  
v.  
*R. Wishart.*

White to play and draw.

(o) At one time considered a safe and easy defence for White, but the introduction of Lees' attack has rendered it untenable for match play.

(p p) This is Lees' attack, referred to in the previous note. His play has been improved upon by Richard Jordan, who defeated Freedman on this line, and should also have won it from Barker.

(q) 3-8 is also a powerful and insidious attack. Frank Dunne shows the following critical draw as a correction of the Jordan-Freedman game:—3-8, 17-14, 1-5, (r) 30-25, 12-16, 32-27, 16-19, 14-10! 6-15, 27-23, 11-16, 18-11, 8-15, 23-18, 16-20, 18-11, 19-24, 22-18, 24-27, 31-24, 20-27, 26-22, 27-31, 11-8, 4-11, 18-14, 9-18, 22-8, 31-27, 21-17. Drawn.

(r) 29-25, 12-16, 31-27, 16-19, (s) 26-23, 19-26, 30 23, 2-7! 27-24, 8-12, 32-27, 6-10, 21-17, 4-8, 24-20, 12-16, 27-24, 10-15, 25-21, 16-19, 23-16, 8-12. B. Wins.—*Jordan beat Freedman.*

(s) 32-28, 11-15, 18-11, 9-18, 22-15, 19-23, 26-19, 6-10. B. wins.—*R. Jordan.*

(t) Barker, in his match with Jordan, played 31-27 here, and escaped with a brilliant draw; but Jordan should have won by 31-27, 12-16, 27-24, \*16-20, followed by \*6-10, as demonstrated by L. S. Head.



(u) 16-19, 7-2, 19-23, 2-6, 9-13, 6, 10, 23-26, 10-15, 26-30, 15-18, 30-25, 32-27, etc., draws.—*F. Dunne.*

(v) Mr. Dunne also proves a draw by 6-2 here, running into a similar "bridge" position to that illustrated in the previous note.

## Var. 6.

w. 5 9	8 15	16 19	12 16	7 16	15 18
x-7-29 25	17 14	25 21	20 11	31 27	22 15
y- 9 14	10 17	4 8	7 16	1 5	13 17
23 18	21 14	32 27	24 20	14 10	21 14
14 23	z-12 16	8 12	3 7	6 9	9 27
27 11	a-24 20	27 24	20 11	27 23	26 23

Drawn — *C. F. Barker v. R. Jordan.*

(w) The 5-9 attack. Many experts favour this line in preference to 8-11, probably because less play has been published on the text move. Although I believe 8-11 rather stronger, the 5-9 line has dangers peculiar to itself, and it is necessary to have a working knowledge of these. Another line here is 6-9, but it is seldom played. 30-25 in reply gives White rather the better game.

(x) Another point where "doctors differ." The late J. Lees roundly condemned the text move as untenable, and recommended 23-18. On the other hand, Messrs. R. Jordan and Crookston in annotating the Jordan-Stewart match games, took a diametrically opposite view, stating that 23-18 was very weak, while 29-25 was quite sound, and much superior. I don't think either line jeopardises White, but I prefer 23-18. There is still another alternative, however, viz. 30-25, which is quite sound although not much explored.

(y) 8-11 or 15-19 gives White an immediate advantage.

(z) The usual practice here is 4-8, but I believe the text to be a little more forcible. The following is the usual run of the 4-8 line:—4-8, \*26-23, 8-11, \*25-21, 11-16, 24-19, 15-24, 28-19, 16-20, (§) 30-26, 20-24, 14-10, 7-14, 22-17, 13-22, 26-10, 6-15, 19-10, 24-28, 23-18, 12-16, 21-17, 2-6, 18-15, 6-9, 15-11, 9-14. Drawn.

(§) 32-27, 7-11, 22-18, 13-17, 30-26, 11-16, 19-15, 17-22, 26-17, 16-19, 23-16, 12-19, 27-23, 19-26, 31-22, 20-24, 15-10. Drawn.—*Freedman v. Jordan.*

(a) 24-19 is usually played here, but it is weak for White, thus:—24-19, 16-23, 26-10, 6-15, 32-27, §4-8, 27-24, \*8-12, 24-19, 15-24, 28-19, 7-11, 19-15, 11-18, 22-15, 12-16, 25-22, 16-19, 31-27, 3-7, 15-10. Drawn. 26-23 is rather better, but the safest is 24-20 as in the main var.

(§) Since the above was in type, 7-11 has been introduced at this point, with success, against A. Jordan during his American tour. It is a decided improvement, and renders 24-19 (note a) untenable.

## Var. 7.

23 18	28 19	g-22 18	30 26	23 18	7 2
b-12 16	15 24	4 8	* 8 11	17 22	9 13
18 11	23 18	18 15	15 8	18 15	2 6
8 15	10 14	1 6	3 12	6 9	10 15
c-24 20	17 10	32 28	26 23	15 11	19 10
d-16 19	7 23	2 7	14 17	7 10	12 19
27 23	26 19	20 16	21 14	11 7	Drawn.
19 24	6 10	9 14	10 17	13 17	

(b) 1-5, 18-11, 8-15, 24-19, 15-24, 28-19, 4-8, 29-25, 7-11, 17-14, 9-18, 22-15, 11-18, 26-22, 3-7, 22-15, 7-11, 30-26, 11-18, 26-22, 5-9, 22-15, 9-14, 27-23, 2-7, 25-22, 14-17. Drawn.

(c) 27-23, 16-20, 23-18, 20-27, 32-23, 3-8, 18-11, 8-15, 23-18, 1-5, 18-11, 7-16, 22-18, 13-22, 26-17, 16-19, 30-26, 9-14, 18-9, 22-26, 17-16, 5-9, 29-25, 4-8, 17-13, 2-6, 31-27, 10-15, 25-22. Drawn.

(d) 7-11 became fashionable in tourney play in the later nineties, but although hailed as a powerful move, it is not so good as the text. 7-11, 26-23, 4-8, (e) 23-1, 1-5, 27-23, 8-12, 28-24, 9-14, 18-9, 5-14, 32-28, 3-7, 31-27, (f) 6-9, 30-26, 16-19, 23-16, 12-19, 27-23, 11-16, 20-11, 7-16, 24-20, 15-18, 22-6, 13-31, 20-11, 19-26. Drawn.

(e) 22-18 looks tempting, but is not so good. Reply 15-22, 17-14, 10-17, 21-5, 6-10, 28-24, 8-12, 30-25, 10-15, 25-18, 15-22, 24-19, 3-7, 19-15. Drawn.

(f) 16-19, 23-16, 12-19, 27-23, 19-26, 30-23, 6-9, 23-19, 14-18, 17-14, \*10-26, 19-3, 11-15, 20-16. Drawn.

(g) The books give 19-16, 24-28, 1-11, which the tourney players religiously follow, but why they do so is difficult to understand, as White gets a terribly weak ending.

## Var. 8.

23 18	7 11	28 19	6 13	25 22	1 10
h- 5 9	24 19	4 8	25 18	16 20	19 16
18 11	15 24	30 25	m- 3 7	22 18	Drawn.
8 15	28 19	8 11	29 25	20 24	
-27 23	11 15	22 18	11 15	18 15	
9 14	32 28	13 22	18 11	24 28	
25 21	15 24	18 9	7 16	15 6	



(h) 8-11, 23-23, 6-9, 25-21, 4-8, 30-25, 1-6, 23-19, 9-14, 18-9, 5-14, 27-23, is an old-time drawn line of the "Old Fourteenth."

(i) 26-23, 9-14, 25-21, (j) 7-11, 24-20, 4-8, 23-18, 14-23, 27-18, 15-19, 30-26, 12-16, 32-27, 8-12, 27-23, (k) 1-5, 17-14, 10-17, 21-14, 6-10, 14-7, 3-10, 29-25, 2-6, 31-27, 10-15, 25-21, 6-9, 27-24, 9-14. Drawn.

(j) 15-18, 22-15, 10-26, 17-10, 7-14, 30-23, 3-7, 29-25, 6-10, 25-22, 14-17, 21-14, 10-26, 31-22, 4-8, 24-20, 8-11, 23-18, 1-5, 28-24, 5-9, 27-23, 7-10, 32-28, 10-14, 23-19. Drawn.

(k) 10-15, 18-14, 3-7, (l) 14-9, 15-18, 22-8, 13-22, 20-11, 7-16, 26-17, 6-22, 23-18, 19-24. Drawn.

(l) 14-10, 7-14, 17-10, 19-24, 28-19, 15-24, 10-7, 16-19, 23-16, 12-19, 7-3, 2-7. Drawn.

(m) 11-16, 21-17, 13-22, 26-17, 16-20, 31-27, 1-5, 29-25, 5-9, 18-14. Drawn -- *Jackson v. McKelvie*.

#### Var. 9.

5 9	6 13	8 11	4 8	10 17	7 10
25 21	26 17	29 25	25 22	21 14	14 7
n- 9 14	13 22	11 16	8 11	1 6	3 10
22 18	30 26	24 19	22 18	31 26	22 17
13 22	11 15	15 24	16 20	11 16	6 9
18 9	26 17	28 19	17 14	26 22	18 14

Drawn.—*Stewart v. Grover*.

(n) This line is not to be commended. White gets on a strong game, and Black cannot vary with safety. Better would be 11-15 running into var. 6

#### No. 2.—9 14, 24 20.

9 14	g- 6 10	2-i- 4 8	11 15	10 17	17 21
a-24 20	25 22	1-j-32 28	20 16	16 11	11 7
9-b- 5 9	1 5	8 11	15 24	7 16	21 30
8-c-22 18	3-k-30 26	17 13	27 20	20 11	26 23
7-d-10 15	11 15	2 6	12 19	9 14	Drawn.
6-e-28 24	18 11	k-24 19	23 16	31 27	
15 22	8 15	15 24	14 17	1-14 18	
4-f-25 18	22 17	28 19	21 14	29 25	

(a) At one time this was looked upon as rather a weak reply to 9-14, the continuation then in favour being 11-15, 22-18, 15-22, 25-9, 5-14, 29-25, 6-9, 25-22, 9-13, 23-19, running into a variation of the "Defiance" opening, in which Black is slightly the better side. The discovery was then made that instead of 23-19 at the last move, White could obtain a very strong game by 28-24. It was considered a win for a time, but ultimately a narrow draw for Black was proved. Several attempts were then made to find a better line for the first player, but these did not prove satisfactory, and ultimately the startling conclusion was reached that after Black's second move (11-15) he had a very poor game. Neither 10-15 nor 11-16 was any better, and therefore the first player is confined to one move (5-9) at this stage. That line has successfully withstood all assaults, although the nature of Black's development allows White a great choice of attack. A study of match and tourney play shows a preponderance of wins for the second player.

(b) See previous note. 10-15, \*22-18, 15-22, 25-9, 5-14, 29-25, 11-15, runs into var. 8. 11-16 runs into a weak line of the "Bristol" opening, thus:—11-16, 20-11, 8-15, \*22-17, 4-8, 25-22, and Black has a cramped game, although drawable.

(c) Probably best, although 22-17 (var. 7) is often adopted, running into a formation which can be brought up from the "Denny" and "Ayrshire Lassie" openings. 28-24 and 27-24 are simply bad. 23-19 is little better. These lines should be avoided.



(d) The late James Smith, the English champion, was the first to exploit this attack. Lees afterwards gave some play on it, and subsequently, R. Jordan, the world's champion, adopted it in several of his match games. It is quite as good as the alternative 11-16. 11-15 is also good for a draw.

(e) †25-22, followed by 7-10, is given as a loser; but 27-24 is a good and safe line. See var. 6.

(f) The alternative capture by 26-10 has been preferred to the text move in the great majority of published match games, and probably it is safer, the 25-18 line containing a good many critical points for the second player.

(g) In Lees' Analysis, published in the *Draughts World*, 7-10 is given here. It is inferior to the text move, although safe enough. 7-10, 26-22, §3-7, 30-26, 1-5, 32-28. 9-13, 18-9, 5-14, \*22-17, 13-22, 26-17. \*11-16, 20-11, 8-15, 24-19, 15-24, 28-19, 7-11, 29-25, 6-9, 17-13, 11-15, 13-6, 2-9, 25 22, etc., drawn. §10-15, 23-19, 14-23, 19-10, 6-15, 27-18, 12-16, 21-17, 9-13, 30-26, 16-19, 32-28, 3-7. \*18-14, 1-5, 29-25, 15-18, 24-15, 18-23, 26-19, 11-18, 22-15, 13-29, 15-10, 7-11, 19-16, drawn.

(h) Black is very strong here, and any deviation on White's part would be disastrous. 29-25 is plausible, but loses (var. 3).

(i) 9-13 (var. 2) is more attractive at first sight, but is not really so good as 4-8.

(j) †23-19 is bad. 9-13 is not the reply, albeit the stroke by 26-23 is harmless; but \*15-18, §26-23, 18-22, 17-13, \*8-11, and the end is at hand. §26-22, 18-25, 29-22 is no better; for, after 9-13, 32-28, 8-11, 19-16, etc., Black is left with a winning ending.

(k) 23-19, 3-8, 29-25, 15-18, 19-15, 10-19, 24-15, 18-23, 26-19, 11-18, 27-24, 18-22, 25-18, 14-23, \*19-16, 12-19, 24-15, 7-10, 20-16, 10-19, 16-12, 8-11, 12-8 11-15, 8-3, 15-18, 3-7, 18-22, 7-11, 22-25, 11-15, 25-30, 15-24, 9-14, 24-20. Drawn.

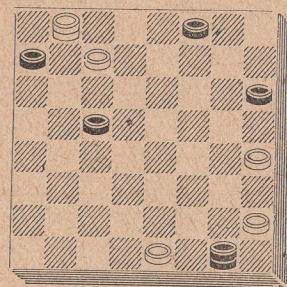
(l) 5-9, 27-23, 17-21, 23-19, 14-17, 19-16, 9-14, 16-12. Drawn.

## Var. 1.

17 13	21 14	23 19	9 6	6 2	24 6
2 6	10 17	6 10	21 30	12 19	Drawn.
32 28	29 25	13 9	19 16	2 9	
14 17	m- 9 14	17 21	30 32	5 14	

(m) 17-21, 23-19, 21-30, 19-1, 30-32, 13-6, 8-11, 24-19, 11-15, 19-10, 7-14, and the diagram illustrates a useful study in end-game strategy.

6 2  
14 17  
1 6  
17 21  
6 10  
5 9  
2 6  
9 13  
6 9  
13 17  
\* 9 14  
17 22  
17 15  
21 25  
15 19  
25 30  
19 23  
22 25



White to play and win.

23 18  
25 29  
31 27  
32 23  
18 27  
30 26  
28 24  
29 25  
24 19  
25 22  
\*27 24  
22 25  
19 15  
26 22  
24 19  
3 7  
15 10  
22 18  
W wins.

## Var. 2.

9 13	4 8	2 6	6 9	18 23	15 22
23 19	32 28	29 25	17 13	25 22	19 16
13 22	8 11	14 18	9 18	23 26	Drawn.
26 17	27 23	23 14	21 17	22 18	

## Var. 3.

29 25	9 13	27 18	4 8	23 18	16 19
10 15	19 10	11 15	26 23	12 16	20 16
n-23 19	7 23	18 11	7 10	18 14	19 28
14 23	31 27	8 15	21 17	2 7	16 12
o-27 18	3 7	30 26	8 11	25 21	11 16

B wins.

(n) 31-26, †7-10, 23-19, 14-23, 27-18, 3 7, 32-28, 11-16, 20-11, 7-23, 18-11, 8-15, 26-19, 4-8, 30-26, 8-11, 26-23, 9-14. B. wins.

(o) 19-10, 7-14, †27-18, †14-23, 31-27, 3-7, 27-18, 7-10, 30-26, 11-15, 18-11, 8-15, 22-17, 9-14, 26-23, 5-9, 17-13, 4-8, 13-6, 2-25-22, 8-11, 32-28, 9-13. \*B. wins.

## Var. 4.

p-26 10	25 21	32 28	19 16	24 19	22 17
5-q- 6 15	3 7	11 15	12 19	18 23	26 30
r-21 17	30 26	24 19	23 7	26 22	19 15
s- 7 10	9 14	15 24	2 11	23 26	Drawn.
17 13	29 25	28 19	27 24	20 16	
1 6	t-15 18	7 11	8 12	11 20	

(p) Rather stronger than 25-18, as in trunk game. If Black retakes the piece, 7-14, White gets a very strong attack.







The late Mr. Campbell gave several variations to the above play. The complete analysis will be found in the 1908 English Tourney Book.

(a) 24-19, 3-7, 30-26, 6-10, 19-16, 12-19, 23-16, 8-12, 32-28, 12-19, 20-16, 11-20, 27-24, 20-27, 31-6, etc. Drawn—*J. Lees*.

(b) 11-15, 32-28, 8-11, 24-19, 15-24, 28-19, 3-7, 19-15, 4-8, 29-25, 7-10, 26-22, 10-19, 22-15, 11-18, 27-23, 18-27, 31-15, 5-9, 25-22, 9-13, 22-18. Drawn. A good line for Black.

(c) 17-14, 11-15 (best), 29-25, 8-11, \*27-23, 18-27, 32-23, 11-16, 20-11, 7-16, 14-10, 6-9, 24-20, 16-19, 23-16, 12-19, \*21-17, 9-13, 25-21. Drawn.

## Var. 6.

d-27 24	18 11	25 22	26 22	30 25	32 27
15 22	8 24	8 11	14 17	10 14	3 7
e-25 18	28 19	22 18	21 14	25 21	21 17
g- 6 10	9 13	1 5	10 26	13 17	Drawn.
24 19	29 25	18 9	31 22	22 13	
11 15	4 8	5 14	7 10	2 6	

(d) A safe defence but not so interesting as 28-24.

(e) Best, after 27-24, but 26-10 also draws thus:—26-10, f-6-15, 23-19, 7-10, 25-22, 3-7, 31-27, 11-16, 20-11, 7-23, 27-11, 8-15, 30-26, 4-8, 26-23, 9-14, 24-19, etc. Drawn—*J. Lees, D.W., vol. vii.*

(f) 7-14, 25-22, 11-15, 24-17, 15-24, 28-19, 8-11, 30-26, 2-7, 32-28, 9-13, 22-18, 6-9, 19-15, 1-6, 15 8, 4-11, 29-25, 6-10, 25-22, 10-15. Drawn.

(g) 7-10, 24-19, 3-7, 28-24, 1-5, 26-22, \*9-12, 18-9, 5-14, 22-18, 13-17, 18-9, 6-13, 21-14, 10-17, 29-25, 7-10, 32-28, 11-15, 25-22, 17-26, 31-22, 8-11, 23-18, 4-8, 30-25, 13-17, 22-13, 15-29, 19-16. Drawn.

## Var. 7.

h-11 16	25 22	5 14	21 17	15 22	24 20
20 11	n- 7 10	22 17	9 14	30 23	26 22
8 22	23 19	6 9	17 13	22 26	2 6
25 18	14 23	17 13	22 26	6 2	22 24
i- 4 8	27 18	14 18	13 9	26 31	6 8
28 24	1 5	13 6	26 31	23 18	12 16
j- 8 11	o-31 27	2 9	9 6	14 23	Drawn.
k-29 25	9 14	26 23	31 26	27 18	
l-m-10 15	18 9	18 22	23 18	31 26	

(h) At one time this was invariably adopted, but now 10-15 is equally popular. 11-15, 18-11, 8-15, 25-22, 7-11, 27-24, 4-8, 24-19, 15-24, 28-19, 11-15, 32-28, 15-24, 28-19, 8-11, 19-16, 12-19, 23-7, 2-11, 22-17, 10-15, 17-10, 15-19. Drawn.—*Lees*. At the same point 12-16 is very weak, 24-20 is the reply, and play is published for a draw by 8-12, 27-24, 10-15, etc., which may be sound, but is so difficult for Black that it should not be tried when there is anything at stake.

(i) 12-16, 28-24, 16-20, 24-19, 4-8, 29-25, \*8-12, 25-22, 1-5, 19-16, 12-19, 23-16, 14-23, 16-19, \*9-13, 30-26, 6-9, etc. Drawn

(j) 12-16, 24-20, 7-11, 29-25, 10-15, 25-22, 8-12, 27-24, 6-10, 32-28, 1-5, 24-19, 15-24, 28-19, 3-7, 19-15, 10-19, 22-17, 7-10, 18-15, 11-27, 31-6, 14-18, 20-11, 9-13. Drawn.

(k) 24-19, 11-16, is a well known standard line of the 9-14, 22-18 opening.

(l) 11-16, 24-20, \*7-11, 25-22, 10-15, same as note (j).

(m) 12-16, 25-22, §10-15, 24-20, 6-10, 27-24, 3-8, 22-17. W. wins.

(§) 16-20, 24-19, is a published loss.

(n) 6-10, ¶24-20, 1-5, 27-24, 9-13, 18-9, 5-14, 32-28, ¶11-16, 20-11, 7-16, 24-19, 15-24, 28-19, 3-8, 22-18, 8-11, 18-9, 11-15, 21-17, 15-24, 23-18, 13-22, 26-17. Drawn—*Jewitt v. Powell*.

(¶) 32-28, 1-5, 24-19, 15-24, 27-20, 11-16, 20-11, 7-16, 22-17, 9-13, 18-9, 5-14, 28-24, 13-22, 26-17, 10-15. Drawn. *Wyllie v. Ferrie*.

(¶) 14-17, 21-14, 10-17, 23-19, 7-10, 26-23, 17-26, 31-22, 2-6, 30-26, 3-7, 23-18! W. wins.—*L. S. Head*.

(o) 26 23, 9-14, 18-9, 5-14, 31-27, \*6-9, 23-18, 14-23, 27-18, 12-16, 19-12, 10-14, 22-17, 14-13, 17-13, 2-6, 32-28, 23-27, 24-20, 16-19, 20-16. Drawn—*Dunne*.

## Var. 8.

p-22 17	1 5	32 28	9 18	13 6	11 15
q-11 15	23 19	14 17	25 22	2 18	19 10
28 24	s-15 18	21 14	18 25	31 26	7 21
r- 8 11	26 23	10 17	30 14	18 22	20 16
17 13	t- 4 8	23 14	6 9	26 17	Drawn.

*Yates v. Wyllie*.

(p) This line usually runs into positions arising from the "Ayrshire Lassie" and "Denny" (24-20 line) openings. It is very safe and about equally balanced, but not so interesting as the alternative 22-18.

(q) 9-13 is dangerous. White replies 28-24, 13-22, 25-9, 6-13, 29-25, 10-15, 23-19, 15-18, 26-22, with the better game. At the last move (26-22) White can also vary with 26-23, or 19-15, with the better side in either case.

(r) 9-13 is inadvisable at this point also.

(s) 3-8, 26-23, 14-18, 23-14, 9-18, 21-17, 11-16, 20-11, 7-23, 24-20, 5-9, 25-21, 18-22, 27-11, 8-15, 30-25, 22-26, 31-22, 9-14, 32-27, 14-18. Drawn.



(t) 14-17, 21-14, 10-17, 23-14, 9-18, 25-22, 18-25, 30-14, 6-10, 14-9, 5-14, 29-25, 14-17, 13-9, 10-14, 25-21, 17-22, 9-5, 22-25, 27-23, etc. Drawn.

## Var. 9.

n-11 15	25 22	6 15	27 23	11 16	27 18
22 18	x-y-15 19	21 17	1 6	31 27	20 27
15 22	23 16	7 10	23 16	16 20	15 11
25 9	12 19	27 24	12 19	26 22	7 16
5 14	22 17	4 8	20 16	15 18	18 14
29 25	z- 8 12	32 27	8 11	22 15	Drawn.
v-w-10 15	17 10	2 7	16 12	19 23	

(u) See note (a) from trunk game. While this line admits of a sound draw, Black's position is so cramped, and contains so many critical points, that it is necessary to have a thorough knowledge of its intricacies before venturing it with Black.

(v) +6-9, 25-22, §9-13, 28-24! ¶8-11, 23-18! 14-23, 27-18, 10-15, 26-23, 2-6, 23-19, 6-9, 19-10, 7-23, 31-27, \*3-8 27-18, 11-15. Drawn.—J. Lees.

(§) Wyllie against Ferrie drew by 8-11, 28-24, 4-8, 22-18, 10-15, 24-19, 15-22, 26-10, 7-14, but continue 23-18 and Black's draw is hard to find.

(¶) 10-15 looks plausible, but continue 23-18, 14-23, 26-10, 7-14, 30-26, and the draw is very doubtful.

(w) 7-11, 25-22, 11-15, 22-17, 8-11, 28-24, 4-8, 32-28, 15-18, 30-25, 11-15, 24-19, 15-24, 28-19, 8-11, 19-16, 12 19, 23-7, 2-11, ¶26-23, 6-9, 17-13, 10-15, 13-6, 1-10, 31-26, 3-8, 26-22, 8-12, 23-19. Drawn.

(||) 26-22, 3-8, 22-15, 11-18, 31-26, 6-9, 17-13, 10-15, 13-6, 1-10, 20-16, 15-19, 16-12, 8-11, 12-8, 10-15. Drawn.

(x) 7-10 runs into the previous note.

(y) 8-11, 22-17, 7-10, 28-24, 4-8, 17-13, ‡2-7, 23-19, 15-18, 32-28, 11-15, 26-23, 18-22, 21-17, 14-21, 23-18, 7-11, 20-16, 11-20, 18-4, 22-25, 4-8, 25-29, 8-11, 10-14, \*19-15, 14-18, 31-26, 12-16, 26-22, 18-25, 15-10, 6-15, 11-18, 1-6 18-23, 3-8, 23-18, 6-10, 13-9. W. wins. Corrects the American International Book, where Gardner allowed Schaefer to escape with a draw.

(z) 7-10, 27-24, 8-12 24-15, 10-19, 17-10, 6-15, 21-17, 3-7. May draw, but is very risky for Black.

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No. 4.—11 16, 21 17 (Leeds)

LONDON:

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# LIST OF SIGNS USED IN THIS WORK.

- \*—denotes an essential move.  
 ! — „ a brilliant, or very strong move.  
 ? — „ a doubtful, or dangerous move.  
 † — „ a bad move.  
 ‡ — „ a losing move.

The signs §, ¶ and || are occasionally used to indicate where deviations occur from minor lines of play, and have no reference to the quality of the moves at which they are placed.

Credit is given to the proper authorities for every variation, so far as known. All play given without any name appended, is my own work. Should anyone be entitled to a line of play through prior publication, I shall be glad to recognise any duly authenticated claims of this nature in an appendix.

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## STUDIES OF THE OPENINGS.

### No. 3.—10 14, 22 18.

	10 14	25 22	2) 1 5	7 23	24 15
	a-22 18	4 8	3) 1 5	26 19	12 16
11 {	b-11 15	S-c-22 18	1-27 24	f- 9 14	28 24
13 {	18 11	7- 9 13	11 15	32 28	16 20
	8 15	18 9	31 27	2 6	24 19
9 {	c-24 19	5 14	5 9	g-30 25	8 12
10 {	15 24	5 { 29 25	23 18	3 8	Drawn.
	28 19	6 { 8 11	14 23	19 15	
	d- 6 10	4-25 22	27 11	10 19	

(a) The oldest reply to the 10-14 Opening, and gives the second player a safe and easy game. In the early analysis of the opening, the play was usually run into phases of the "Defiance" or "Paisley" games, but, with the spread of restricted play, several distinctive forms have been evolved, notably variations 9 to 12 inclusive. Other lines resolve themselves into the "Bristol," "Millbury" and "White Doctor" openings. I would warn the student to pay particular attention to the correct defences with the Black side, as it seems to me that White has more winning combinations in this opening than in 10-14, 22-17.

(b) Generally selected in preference to the alternative lines (vars. 11 and 13), in each of which White gets a great choice of attack.

(c) Once thought to be the best reply, but of late years 24-20 (var. 10) has been much favoured.



(d) The student will now recognise a "Defiance" position with colours reversed. For further play on "Defiance" lines, not included in this article, the reader is referred to Willie Gardner's excellent compilation on that opening. No. 20 of the "British Draughts Player."

(e) Many experts prefer 27-24, which introduces rather more interesting lines of play.

(f) 3-7, 22-18, 10-14, 18-15, 14-18, 24-20, 18-22, 20-16, 9-14, 15-10, 7-11, 16-7, 2-11, 10-7, 11-16, 19-15, 16-19, 7-3, 12-16. Drawn.

(g) 24-20, 3-7, 20-16, 14-17. Drawn.

#### Var. 1.

22 18	i-18 14	23 18	27 24	15 6	19 15
h-14 17	17 22	7 10	11 16	2 9	5 9
21 14	26 17	14 7	18 15	24 19	15 10
10 17	13 22	3 10	16 23	9 14	Drawn.

(h) 11-16, 18-9, 5-14, 26-22, 14-17, 21-14, 10-26, (s) 31-22, 7-10, 30-25, 3-7, 25-21, 2-6, 22-18, 13-17, 21-14, 10-17, 19-15, 16-19, 22-16, 12-19, 18-14, 17-22, 32-28, 22-25, 27-24, 25-30. Drawn.

(i) 26-22, 17-26, 31-22, 2-6, 30-25, 11-16, 25-21, 7-10, 18-15, 16-20, 15-11, 6-9, 11-7, 10-14, 22-18, 3-10, 18-15, 13-17, 15-6, 17-22, 6-2, 22-26, 19-16. Drawn.

#### Var. 2.

11 16	j- 1 5*	5 14	14 17	10 26	same as note
22 18	18 9	26 22	21 14	31 22	(h) at (s).

(j) 14-17, 21-14, 10-17, 18-14, \*7-11, 23-18, 16-23, 26-19, 11-16, 19-15, 16-20, 15-11, 12-16, 32-28, 17-22, 14-10, 13-17, 10-7, 3-10, 18-14, 10-15, 14-10, 16-19, 10-7, 15-18, 27-23, 19-26, 30-14. Drawn.

#### Var. 3.

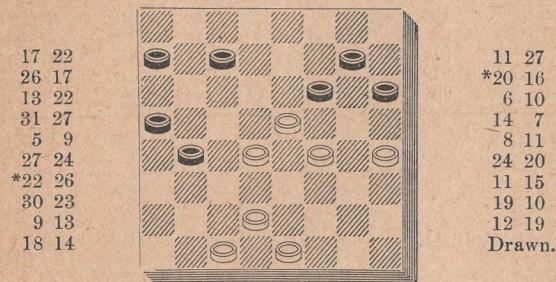
11 15	l-m- 7 11	5 14	15 24	12 19	10 17
k-32 28	22 18	26 22	27 20	23 16	Drawn.
15 24	1 5	11 15	3 7	14 17	
28 19	18 9	30 26	20 16	21 14	

(k) 19-16, 12-19, 23-16, 14-18, 30-25, 7-11, 16-7, 2-11, 32-28, 11-16, 21-17, 16-19, 27-23, 18-27, 31-24, 1-6, 17-14, 10-17, 25-21, 3-7, 21-14, 6-10, 22-18, 15-31, 24-6. Drawn.

(s) 7-11, 16-7, 2-11, 26-23, 3-8, 31-26, \*1-6, 32-28, \*15-18, 22-15, 11-18, 23-19, 8-12, 30-25, 13-17, 27-24, 18-23, 25-22, 23-30, 22-13, 30-26, ¶13-9, 6-13, 19-16. Drawn.

(¶) The student might be tempted to try 19-15, in the hope of catching one of the loose Black pieces on 6 and 14, but he would find it a delusion and a snare. Proceed as follows:—19-15, 10-19, 24-15, 26-23, 15-11, 23-18, 28-24, 12-16, 24-20, 18-15, 11-8, 15-11, 8-3, 16-19, 20-16, 11-20, 3-7, 20-16. Black wins.

(l) 2-6, 22-18, 14-17, 21-14, 10-17, 19-15, 3-8, 27-24, 7-11, 23-19, 1-5, 24-20, and we have the interesting position shown on the diagram.



Black to play.

(m) 1-5, 22-18, 14-17, 21-14, 10-17, 18-14, 17-22, 26-17, 13-22, 23-18, 2-6, 27-23, \*6-10, 14-9, 5-14, 18-9, 7-11, 23-18, \*10-14, 19-15, 14-23, 15-8, 12-16, 8-4, 16-20, 9-6, 23-27. Drawn.

#### Var. 4.

23 18	25 22	26 19	31 27	23 18	15 10
14 23	n-10 15	11 15	12 16	19 23	16 19
27 18	19 10	19 10	27 23	18 15	Drawn.
2 6	7 23	6 15	15 19	3 8	

(n) 6-9, 26-23, 1-5, 32-28, 10-15, 19-10, 7-14, 31-27, 11-16, 28-24, 3-8, 24-19, 16-20, 19-15, 12-16, 15-11, 8-15, 18-11, 20-24. Drawn.

#### Var. 5.

o-27 24	p-31 27	23 16	16 11	29 25	23 18
8 11	11 15	15 18	7 16	13 17	Drawn.
24 20	19 16	26 23	20 11	27 24	
1 6	12 19	18 22	22 26	26 31	

(o) A popular line of the "Defiance" colours reversed. A vast number of variations spring from this line. See the B.D.P.

(p) 29-25 is also a good line, and more frequently played.



## Var. 6.

26 22	31 22	25 21	30 26	23 16	26 23
14 17	8 11	7 10	20 27	12 19	1 6
21 14	29 25	27 24	19 15	32 16	23 19
10 26	11 16	16 20	10 19	2 7	Drawn.

## Var. 7.

q- 8 11	1 5	*13 17	3 7	10 17	24 28
r-26 22	18 9	30 26	22 13	20 16	9 5
s- 9 13	5 14	7 11	11 15	12 19	*17 22
18 9	*27 24	24 20	13 9	23 16	Drawn.
5 14	11 15	15 24	14 17	7 10	Anderson.
22 18	29 25	25 22	21 14	26 23	

(q) The first player should avoid this line, as White gets a powerful attack afterwards.

(r) A very strong move. Anything else enables Black to equalise.

(s) 11-15, 18-11, 7-16 will draw, and avoids many dangers.

## Var. 8.

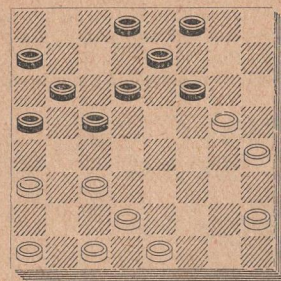
27 24	u- 1 6	23 16	19 23	25 22	2 6
8 11	v-20 16	12 19	29 25	27 31	1 10
24 20	11 20	22 17	25 27	22 17	7 14
9 13	19 15	13 22	31 24	31 27	30 25
t-32 28	10 19	26 1	20 27	17 13	Drawn.

(t) 22-18, 29-25 and 31-27 are all safe lines. The text move has been greatly favoured since Yates won with it from Wyllie, but Black's next move quite turns the tables and causes White to walk very carefully.

(u) First introduced by Bryden in his match against Ferrie, and completely supersedes 11-15 as Wyllie played. Another good line at the same point is:—5-9, 22-18, 2-6, 30-25, 1-5, 26-22, 14-17, 21-14, 10-26, 31-22, 6-10, 25-21, 9-14, 18-9, 5-14, 22-18, 14-17, 21-14, 10-17, 19-15. Drawn.

(v) This stroke is very tempting, but leaves White with a weak ending. The following is rather better:—22-18, 14-17, 21-14, 10-17, 19-15, 3-8, 23-19, 17-21, 29-25, 6-9, 26-22, 2-6, 28-24, 7-10, 31-26, 10-14, 15-10, 14-23, 10-1, 23-27, 19-15, 11-18, 22-15, 27-31, 25-22, 9-14, 15-10, 8-11, 10-7, 11-15, 22-17. Drawn.—*Lees*. In the match between Bryden and the writer, the latter played as follows:—19-16, 12-19, 23-16, 6-9, ‡30-25, 14-17, 21-14, 10-17, 26-23, and Bryden won. Instead of 30-25, at the fifth move 29-25 will draw. The diagram shows the situation:—

29 25  
10 15  
31 27  
w-15 19  
27 24  
11 15  
16 11  
7 16  
20 11  
14 17  
21 14  
9 18  
24 20  
5 9  
20 16



White to play and draw.

9 14  
16 12  
14 17  
11 8  
17 21  
8 4  
2 7  
4 8  
18 23  
8 11  
7 16  
28 24  
19 28  
26 10  
Drawn.

(w) 2-6 looks strong, but nearly loses, by \*27-24, (x) 7-10, 16-7, 15-18. Drawn.

(x) 6-10, 16-12, 14-17, 21-14, 10-17, 25-21, 9-14, 24-19, 15-24, 28-19, 7-10, 12-8, 3-12, 22-18, 14-23, 21-7, 23-27, 26-22, 27-31, 7-3, 31-27, 3-8. W. wins.

## Var. 9.

y-26 22	23 19	29 22	27 24	26 22	19 16
z- 6 10	15 18	14 18	c- 9 14	18 25	12 19
a-22 17	b-24 20	22 15	32 27	30 14	24 15
4 8	7 11	11 18	14 17	6 9	Drawn.
17 13	25 22	31 26	21 14	13 6	J. Lees.
1 6	18 25	3 7	10 17	2 18	

(y) A good forcing move, but, when properly answered, is not really so good as 24-19.

(z) The best reply. Some of the Americans tried 14-18 in the International match, but, after that move, Black has only a draw to play for.

(a) 22-18, 15-22, 25-18, 4-8, 29-25, §8-11, 25-22, ¶9-13, 18-9, 5-14, 31-26, 2-6, 24-20, ||1-5, 28-24, 6-9, 22-18, 10-15, 26-22, \*12-16, 23-19, 16-23, 20-16, 11-20, 18-2, 23-26, 30-23, 14-17. Drawn.

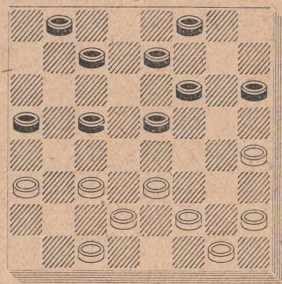
(§) 9-13, 18-9, 5-14, 23-18, 14-23, 27-18, 8-11, 25-22, 12-16, 30-26, 16-20, 32-27, 11-16, 26-23, 3-8, 24-19, 8-12, \*18-15, 10-14, 15-10, 7-11, 10-7, 13-17. Drawn.

(¶) 10-15, 24-19, 15-24, 28-19, 7-10, 27-24, 9-13, 18-9, 5-14, 24-20, 11-15, 32-28, 15-24, 28-19, 3-7, 30-26, 7-11, 19-16. Drawn. *Gardner v. Horr.*



(11) A very natural move here is 10-15, but beware! It allows White a strong advantage, and wants the greatest care by the first player in order to find the draw. As the position is one of a type that may occur in various openings, I diagram it after 10-15

\*27 24  
\* 6 10  
\*23 18  
14 23  
26 19  
1 6  
32 27  
\* 6 9  
22 18  
15 22  
19 16  
12 19  
24 6  
22 25



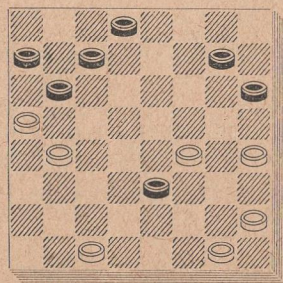
White to play.

6 1  
25 29  
1 6  
\* 9 14  
6 2  
29 25  
20 16  
11 20  
2 11  
25 22  
11 15  
3 8  
28 24  
\* 8 11  
Drawn.

(b) 31-26 is premature here. Black gets a strong game by 18-23, 27-18, 14-23, 25-22, 8-11, 24-20, 11-15, 29-25, 15-24, 28-19, 7-11, 22-18, 9-14, 18-9, 5-14, 25-22, 11-15, 22-17, 15-24, 26-19, 14-18, 17-14, 10-17, 21-14, 24-27, 32-23, 18-27, 14-9, 27-31, 19-15, 31-27, 9-5, 27-23, 5-1, 2-7, and White has a hard draw.

(c) Against Bryden I played 18-23 and lost. I did not play Black to best advantage afterwards, but the win is forced, and is worthy of illustration. 18-23, 19-15, 10-19, 24-15, 7-11, 26-19, 11-18, 21-17, 18-23, and the ending is worthy of the closest study.

19 15  
2 7  
28 24  
7 10  
32 28  
10 19  
24 15  
23 27  
30 26  
27 31  
26 23  
d-\*31 27  
\*23 18  
27 23  
17 14  
23 19



White to play and win.

14 10  
19 23  
10 1  
23 14  
13 6  
14 10  
6 2  
10 19  
\* 2 7  
5 9  
7 10  
8 11  
1 6  
9 13  
10 14  
continue

Continue—

19 23	6 10	12 16	11 16	13 17	18 22
28 24	23 16	11 8	19 24	8 3	32 28
23 27	10 7	15 19	16 19	28 32	19 23
24 19	11 15	7 11	24 28	3 7	W. wins.
27 23	20 11	16 20	14 18	17 21	

(d) 31-26, 23-19, 26-22, 28-24, 8-11, 15-8, 22-25, 20-16, 25-21, 16-11, 21-14, 11-7, 14-18, 7-2, etc. W. wins. *Shearer v Bryden.*

Var. 10.

e-24 20	18 25	32 23	7 16	15 11	31 27
f- 4 8	29 22	7 14	22 18	20 24	19 15
28 24	9 14	24 19	1 5	11 7	14 18
j- 8 11	27 23	9 13	18 9	24 27	22 17
23 19	5 9	t-26 22	5 14	7 2	Drawn.
l-n-14 18	22 17	3 7	26 22	6 9	
19 10	15 18	31 26	2 6	23 19	
6 15	17 10	11 16	19 15	27 31	
r-25 22	18 27	20 11	16 20	2 6	

(e) This attack is of recent introduction and is rather difficult and dangerous for the first player. He has little scope for variety, while White has considerable choice.

(f) 6-10, 28-24, 1 6, 23-19, g-15-18, 26-23, h-3-8, 31-26, 8-11, 32-28, 11-15, 19-16, 12-19, 23-16, 7-11, 16-7, 2-11, 26-23, 18-22, 25-18, 15-22, 23-19, 11-15, 20-16, 15-18, 16-11, 18-23. Drawn.

(g) 4-8, 25-22, 8-11, 29-25, 11-16 (nothing better), 20-11, 7-23, 27-11, 14-18, 22-15, 10-28, 11-8, 12-16, 8-4, 16-19, 25-22, 6-10, 22-18, 9-14, 18-9, 5-14, 26-22, 2-7, 22-17, 10-15, 17-10, 7-14, 31-27. W. wins. *R. Jordan beat Ferrie.*

(h) 4-8, 32-28, i-7-11, 21-17, 14-21, 23-7, 3-10, 25-22, 9-13, 22-18, 10-14, 18-9, 5-14, 31-26, 14-18, 26-23, 18-22, 19-15. W. wins.

(i) Buchanan "cut" 14-17 against Henderson, and the latter missed the immediate win by 25-22.

(j) 14-18, 23-14, 9-18, 26-22, k-5-9, 21-17, 9-13, 32-28, 7-11, 30-26, 1-5, 24-19, 15-24, 28-19, 3-7, 22-15, 11-18, 17-14, \*6-10, \*14-9, 5-14, 26-22, 2-6, 22-15, 7-11, 31-26, 11-18, 26-22, 13-17, 22-15, 6-9. Drawn.

(k) W. G. Hill (America) played 7-11 against Ferrie and should have lost, as follows:—7-11, 21-17, 2-7, 30-26, (?) 7-10, 26-23, 3-7, 23-14, 15-18, 22-15, 10-28, 25-21, 12-16, 29-25, 16-19, 25-22, 6-10, 20-16, 11-20, 27-24, 20-27, 31-6, 1-10, 22-18, 8-12, 17-13, etc. W. wins. *Denwir.*



(l) 6-10, 25-22, m-14-18, 29-25, 9-14, 26-23, 2-6, ♠32-28, 6-9, 31-26, §1-6, 19-16, 12-19, 23-16, 9-13, 16-12, 14-17, 21-14, 10-17, 25-21, 18-25, 21-14, \*6-9, 30-21, 9-18, 26-23, 18-22, 23-19, 22-26, 19-10, 7-14, 24-19, 26-30, 27-24. Drawn *Henderson v. Buchanan*.

(♠) 30-26, 6-9, 32-28, 1-6, 19-16, 12-19, 23-16, \*18-23, 26-19, 9-13, 16-12, 6-9, 31-26, \*14-18, 19-16, 9-14, 26-23, 14-17, 23-14, 17-16, 27-23, 10-17, 21-14, \*15-18, 23-19, 26-30, 25-21, 18-23, 14-10. Drawn.—*J. Murray*.

(§) Beware of †3-8 which loses by 21-17, 14-21, 23-14, 9-18, 26-23, 1-6, 23-14, 10-26, \*19-3, etc. W. wins.

(m) 2-6 will draw, running into var. (l), but 1-6 and 9-13 both lose.

(n) The following is a good safe line for Black:—7-10, 25-22, 9-13, 26-23, 3-7, 31-26, 6-9, o-23-18, 14-23, 27-18, p 9-14, 18-9, 5-14, 26-23, 1-5, q-32-28, 2-6, 30-26, 6-9, 19-16, 12-19, 23-16, 14-17, 21-14, 9-25, 29-22, 5-9, 26-23, 9-14, 24-19, 15-24, 28-19, 11-15, 16-11, 7-16, 19-12. Drawn. *James Murray*.

(o) 29-25, 1-6, 23-18, 14-23, 27-18, 9-14, 18-9, 5-14, 26-23, 11-16, 20-17, 7-16, 24-20, 15-24, 20-11, 10-15, 11-8, 24-27, 23-19, 15-24, 32-23, 24-27, 8-3, 27-31, 3-8. Drawn.

(p) 1-6, 26-23, 9-14, 18-9, 5-14, 32-28, 12-16, 19-12, 14-17, etc. W. wins

(q) 30-25, 12-16, 19-12, 14-18 Drawn.

(r) 21-17, 9-13, 17-14, 1-6, 26-22, 12-16, s-24-19, 16-23, 14-9, 5-14, 25-21, 18-25, 27-9, 6-10, 29-22, 10-14, \*30-26, 14-18, 22-17. Drawn.

(s) 30-26, 6-10, 25-21, 10-17, 21-14, 18-25, 29-22, 2-6 Looks a B. win.

(t) 19-16, 12-19, 23-7, 2-11, 26-23, 11-15, 20-16, 15-18, 21-17. Drawn.

#### Var. 11.

n-11 16	22 17	3 10	25 22	♣* 1 5	22 13
v-25 22	b- 7 10	25 18	7 10	32 28	15 18
w-16 20	c-30 25	d- 8 11	28 24	11 15	13 9
x-12-24 19!	10 19	29 25	9 13	27 24	18 27
y- 8 11	17 10	10 14	18 9	20 27	19 16
z-19 15!	6 22	26 23	5 14	31 24	Drawn.
a- 4 8	23 7	e- 2 7	24 19	13 17	

(u) About the end of last century this was considered quite as good a defence as 11-15, and even to the present time many experts

prefer the text move. I venture to think that, unless some better defence than I give can be found against the White attack outlined in this section, then 11-16 must be put down as a hazardous line for the first player.

(v) Distinctly the strongest line, if followed up as above; 24-19, 26-22 and 24-20 are all good enough, but do not offer the same prospect of wins for White.

(w) The objective of the previous move is now seen. Black cannot well play 8-11, for then 24-20 forces him to defend the "White Doctor," and albeit he has chances to win; the correct attack leaves him a most problematic draw. Possibly 7-10 may prove the best continuation. White may reply 24-20, forcing an old "Bristol" line, considered obsolete, but may now come back to favour; or 29-25, followed by 18-15, leading into entirely new paths, and promising many interesting features.

(x) The strongest continuation. 22-17 (var. 12) is also a good line, and 29-25 is safe for a draw, but gives Black the better side. The latter is a well known line of the "Millbury."

(y) At this point 7-10 has been suggested as the best move. I think it very weak. Try the following:—7-10, 18-15, 9-13, 29-25, 5-9, 22-18, 2-7, 25-22, 7-11, 27-24, 20-27, 31-24, 11-16, 15-11, 8-15, 18-11, 16-20, 32-27, 10-15, 19-10, 6-15, 23-19, 14-18, 19-10, 18-25, 24-19, and Black has a most precarious draw. Any deviation on Black's part from the foregoing play seems to end in disaster.

(z) There is no record of this move having been played previous to May, 1892, when the "war-worn veteran," Wyllie, sprang it on Richard Jordan in their memorable match. Wyllie scored with the White side, but Black can draw by correct play.

(a) 11-16 allows White to win by 15-10.

(b) Black has two alternatives here, but, so far as I can see, both are losers. (1) 12-16, 14-10, 7-14, 29-25, 2-7, \*25-22, 7-10, 23-19, 16-23, 26-19, 14-23, 27-18, 10-14, 31-27, 14-23, 27-18, 9-13, 21-17, 6-9, 17-14, 13-17, 22-6, 1-17, 15-10. W. wins. (2) 9-13, 17-10, 7-14, 18-9, 5-14, \*29-25, 11-18, 26-22, 2-7 (nothing better), 22-15, 14-17, 21-14, 7-10, 14-7, 3-26, \*31-22, 6-10, 22-18, 1-5, 25-21, 10-14, 18-9, 5-14, \*28-24, 13-17, 24-19, 17-22, 19-15. W. wins. Each of the above variations corrects published play.

(c) 17-13 is also a good attack, and requires investigation.

(d) Richard Jordan (whose recent untimely death we all deplore) played 9-14 and lost to Wyllie. The text-move draws, but the moves must be carefully timed.

(e) This peculiar move is the only draw. 1-6, the most natural play, loses by similar play to the main var.



(f) Corrects published play, where 11-15 is played and White wins.

## Var. 12

g-22 17	30 26	18 14	26 22	15 10	32 28
h- 9 13	i-22 25	11 15	1 6	9 13	19 23
17 10	29 22	24 19	22 18	18 15	27 18
6 22	8 11	15 24	6 9	16 19	5 9
26 17	22 18	28 19	19 15	23 16	Drawn.
13 22	4 8	8 11	11 16	12 19	<i>H. F. Shearer</i> <i>v. W. Holden.</i>

(g) This attack may be recommended to the mediocre player, especially when playing a stronger opponent. It resembles a "Glasgow" colours reversed, and White has a safe, open game.

(h) It may be taken as absolutely certain that Black has no valid alternative. The theory of the "Glasgow" and the "Glasgow Whilter" openings (vide *Lees' Guide*) colours reversed, will help the student to appreciate the fact.

(i) 5-9, 26-17, j-9-14, 17-10, 7-14, 29-25, 3-7, 25-22 7-10, 22-18, 1-5, 18-9, 5-14, 23-18, 14-23, 27-18, 20-27, 32-23, 8-11, 18-14, 10-17, 21-14, 11-15, 14-10, 15-19. Drawn. *Heffner.*

(j) In the "Glasgow" the counterpart move to 9-13 (24-20), is more popular, but it will be found that 9-13 in this game is highly critical for Black. The difference of the move in this case is a great difference indeed.

## Var. 13.

k- 6 10	18 11	n- 4 8	29 25	3 8	22 15
l-25 22	8 15	17 13	p- 8 11	26 22	11 18
m-11 15	22 17	o- 1 6	23 19	15 18	q-31 26

(k) A line that, as first player, you must not adopt against a strong opponent.

(l) White, if he desires safety, may play 24-19 or 24-20; both leading into lines of the "Double Corner" and very secure for the second player.

(m) I do not believe Black has any drawable alternative. If 11-16 or 12-16, then 22-17 wins; or if 1-6, then 24-20, and I can find no draw: again, if 9-13, 18-9, 5-14, a well known losing game from the "Edinburgh" supervenes.

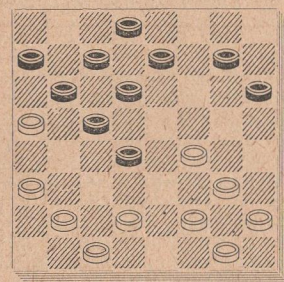
(n) 9-13 loses by 30-25, 13-22, 25-11, 7-16, 24-20, 3-7, 20-11, 7-16, 28-24, 16-20, 24-19, 4-8, 19-16, 12-19, 23-16, 8-11, 16-7, 2-11, 29-25, 10-15, 25-22, 14-18, 22-17, 17-14, 18-22, etc., and White wins by a lengthy process, as the author won from the late R. Fraser (Dundee) in a practice match.

(o) 2-6, 24-20, 8-11, 28-24, 14-17, 21-14, 9-18, 23-14, 10-17, 29-25, 5-9, 27-23, 7-10, 25-22, 10-14, 23-18, 14-23, 26-10, 17-26, 30-23, 6-15, 13-6, 1-10, 23-19. W. wins. *R. Holmes beat J. Fraser.*

(p) Anything else loses. The expert will readily be able to prove the fact, and the student may take my assurance that it is the case and give the alternatives a wide berth.

(q) We have now the position illustrated on the diagram. The undernoted moves were played about 20 years ago between the writer (Black) and R. Fraser, in the same encounter already noted. The play is extremely critical and interesting.

\*18 23  
27 18  
14 23  
25 22  
\* 9 14  
24 20  
r- 6 9\*  
13 6  
2 9  
28 24  
8 11  
22 17  
9 13  
26 22



*Black to play and draw.*

11 15  
20 16  
\* 5 9  
32 28  
14 18  
17 14  
10 26  
19 3  
12 19  
24 15  
26 31  
3 7  
9 14  
Drawn.

(r) 14-18, 22-15, 7-11, 21-17, 11-18, 17-14! 10-17, 19-15, W. wins; or 14-17, 21-14, 10-17, 22-18, 17-21, 19-15, 7-11, 26-19, 5-9, 30-26, 21-25, 26-22, W. wins.



## No. 4.—11 16, 21 17.

11 16	d- 5 9	8 15	7 16	9 18	k-10-15
a-21 17	6-e-23 18	g-24 19	4-h-30 25	22 15	see
10-b- 9 13	5-f-10 15	15 24	3- 8 7	2-j- 7 10	diagram
c-25 21	18 11	27 11	i-17 14	15 11	

(a) More than 30 years ago the late W. Strickland called attention to this reply to 11-16, and gave some illustrative variations proving that White had the better side. Of late years the practice of the experts has quite borne out the finding of the great blind-fold player, Ferrie, and the late R. Jordan, having done great execution with the White pieces. Lees, in his analysis of the opening in the *Scottish Draughts Quarterly*, placed it as the "strongest of the unclassified replies to 11-16," but it was scarcely correct to say that 21-17 was "unclassified," in view of the fact that Dunne, in his *Guide and Companion*, bestowed the title of "Leeds" on this formation. Although Mr. Dunne's suggestion has, from that date (1890) to the present time, passed unnoticed by all writers on the game, I think it is well worthy of adoption, as a mark of honour to Strickland's memory. I have accordingly restored the title of "Leeds" in my *Handbook*, and in the present treatise, and in any further reference to this opening. I propose to use that classification. I feel assured that the draughts community will welcome the opportunity of paying a tribute of respect to one who left such a grand record behind him.

(b) Strickland deemed this a weak reply, and Dunne has pointed out that Black can do much better by 9-14, running into the 22-17 line of the "Double Corner," or by 10-15, forming the "Kelso." While I quite agree with these notes, I would add that 9-13 is really the characteristic development of the "Leeds" as a distinct opening, and therefore it receives pride of place, although not strictly on its merits.

(c) The text is my preference, but the following is a good sound line:—22-18, 13-22, 26-17, 8-11, 25-22, \*4-8, 29-25, 16-19, 23-16, 12-19, 24-15, 10-19, 25-21, 8-12, 27-24, 19-23, 24-20, 7-10, 28-24, 10-15, \*31-26, 2-7, 26-10, 7-23, 22-18, \*5-9, 24-19, 11-15, 18-11, 9-14, 17-10, 6-24, 11-8, 24-27, 8-4, 27-31, 4-8, 12-16. Drawn.

(d) Having committed himself to the attack on this flank. Black does best to go on with it. He can alter his tactics by 8-11 here, but does not improve his game.

(e) White has now great scope. He can play 24-19, 29-25, or 30-25 in addition to the text-move. The text, however, was Richard Jordan's attack in match-play, and from that fact may be placed first in order of merit.

(f) 10-14 is drawable, but allows White rather too much command of the centre. Still it may be useful to the first player, if he wishes to evade possible "cooks."

(g) There is no good alternative here.

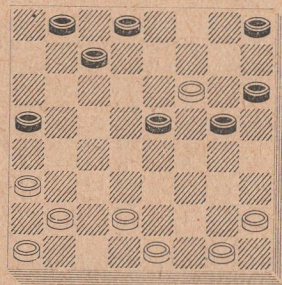
(h) Nor at this point; although the late James Lees gave 29-25 the preference in his analysis. apparently overlooking the cramped effect of 9-14 in reply. See var. 4.

(i) This cut is exactly timed here. Were White to wait one move, by playing 32-27 first, he would allow Black to improve his game greatly by 4-8, taking all the sting out of the attack.

(j) The experts have entirely neglected this continuation, but I think it quite a good line of defence.

(k) The position is illustrated at this point, as the play is very interesting.

32 27  
1 5  
25 22  
1- 5 9  
\*27 24  
\*16 19  
11 8  
4 11  
22 18  
15 22  
24 8  
12 16  
26 17  
13 22  
1- 8 3  
9 14



White to play.

3 8  
\*16 20  
8 11  
14 18  
11 16  
18 23  
16 19  
23 27  
31 24  
20 27  
19 23  
27 32  
21 17  
6 10  
17 13  
10 14

Drawn.

(l) 21-17, 6-10, \*17-13, 10-14, 13-6 2-9, 8-3, 9-13, 3-7, 14-17. Drawn.

## Var. 1.

+15 19	29 25	5 9	27 23	20 24	17 14
27 23	10 15	31 27	12 16	25 21	27 31
6 10	23 18	16 20	21 17	24 27	14 5



Black now continues 31-27 and 27-31 alternately, and White is unable to make any impression on the defence. A peculiar draw.

## Var. 2.

16 20	m- 1 5	11 18	13 22	16 19	10 7
32 27	28 24	23 14	25 18	14 10	Drawn.
4 8	7 11	8 11	11 16	6 9	
26 23	*24 19	*21 17	19 15		

(m) This is a good illustration of a waiting move, as well as an improvement on published play. Wyllie, against Ferrie, played 13-17, 21-14, 6-10, and drew a difficult ending. In the American international match Denver lost to R. Jordan by 7-11, 28-24, 11-18, 23-14, (n) 8-11, 21-17, 13-22, 25-18, 1-5, 29-25, 6-9, 31-26, 9-13, 14-10, etc. W. wins. Strange it is that experts should overlook a simple waiting move like the text, which makes White look out for his draw.

(n) Heffner notes that 13-17 draws here.

## Var. 3.

o- 2 7	22 15	3 7	18 9	7 10	9 6
32 27	16 20	31 27	11 25	18 14	1 10
4 8	*27 23	6 9	29 22	10 17	14 7
17 14	7 11	*25 22	8 11	21 14	Drawn.
9 18	23 18	* 9 14	22 18	13 17	

(o) Not so good as 3-7, but as it leads to critical manœuvring, and the White side must be played somewhat differently from the 3-7 line, the above may serve to "mix" the opponent.

## Var. 4.

†29 25	*26 23	32 27	30 23	28 19	19 15
* 9 14	16 19	4 8	8 12	2 7	11 18
17 10	23 16	27 23	p-23 19	31 27	22 15
6 15	12 19	19 26	15 24	7 11	* 3 7
					Drawn.

(p) White seems to have no alternative up to this point, which shows that 29-25, the initial move of this variation, is a very weak line.

## Var. 5.

10 14	16 20	7 10	11 16	11 15	16 20
17 10	24 19	r-25 21	s-26 23	27 24	19 10
7 23	4 8	10 14	3 7	20 27	20 27
27 18	32 27	17 10	t-18 15	31 24	23 18
8 11	2 7	6 24	u- 7 11	8 11	Drawn.
q-29 25	21 17	28 19	15 10	10 7	

(q) 30-25, 16-20, 32-27, 3-7, 21-17, 1-5, 18-15, 11-18, 22-15, 13-22, 25-18, 4-8, 26-22, 9-14, 18-9, 5-14, 24-19, 7-10, 29-25, 2-7, 25-21, 14-18, 22-17, 18-22, 17-13, 10-14, 27-24, 20-27, 31-24, 14-18, 21-17. Drawn.

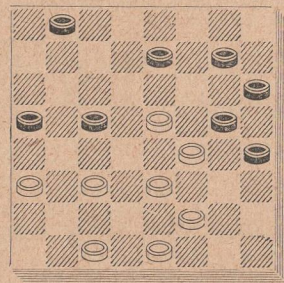
(r) 19-15, 10-19, 27-24, 20-27, 31-15, 3-7, 17-14, 12-16, 14-5, 7-10, 25-21, 10-19, 18-14, 8-12, 14-9, 6-10, 9-6, 19-23. Drawn.

(s) 19-15, 16-19, 26-23, 19-26, 30-23, 12-16, 15-10, \*8-11, 31-26, 1-5, 10-6, 9-14, 18-9, 5-14, 6-2, 11-15, 2-6, 15-19, 22-18. Drawn.

(t) 30-26, 7-10, 22-17, 13-22, 26-17, 9-13, 17-14 draws. Or 19-15, 16-19, 23-16, 12-19, \*30-26, 19-24, 22-17, 13-22, 26-17, 24-28, 27-23 draws.

(u) Beware of 9-14 here. At first appearance it seems very strong, but White by a timely sacrifice turns the tables. The win is very instructive.

15 10  
v- 7 11  
\*21 17  
14 21  
10 7  
1 6  
7 2  
6 9  
22 18  
13 17  
19 15  
17 22  
15 10  
9 13  
2 7



White to play and win.

Continue—

10 15	15 19	14 9	2 6	26 17	24 28
22 25	25 29	22 17	17 22	13 22	W. wins.
19 24	28 32	9 6	6 9	9 14	
25 29	29 25	17 22	22 17	22 26	
24 28	18 14	6 2	31 26	19 24	
29 25	25 22	22 17	17 22	26 31	

(v) 14-18, 10-3, 18-25, 19-15, 25-29, 3-7, 16-19, 23-16, 12-19, 7-11, 8-12, 15-10, 19-24, 11-15, 29-25, 15-19, 24 28, 19-23, 25-22, 10-7, 28-32, 23-26, 32-23, 26-19, 22-18, 7-2, 18-14, 31-27, 14-18, 30-25. W. wins.



## Var. 6.

7-w-29 25	17 10	17 14	28 19	31 26	30 26
x-10 15	6 24	8 11	16 23	16 23	11 16
y-24 19	27 11	a-32 28	26 19	26 19	26 23
15 24	8 15	d-11 16	7 11	2 7	16 20
28 19	z-21 17	23 19	25 21	14 9	23 18
9 14	4 8	15 24	11 16	7 11	Drawn.

(w) In Strickland's day this defence was popular, but it is not strong for White. Should Black miss the correct reply, however, White secures an immediate advantage.

(x) 16-19 is unsatisfactory, running into a phase of the "Switcher." See Part I., page 14, var. y.

(y) White has no good alternative. For instance: 23-19, 16-23, 26-10, 6-15, 24-19, 15-24, 28-19, 7-10, 30-26, 9-14, 19-15, 10-19, 17-10, 2-6, 21-17, 6-15, 17-14, 8-11, 25-21, 11-16 and Black should win. Or, again:—17-14, 9-18, 23-14, 16-19, 24-20, 1-5, 27-23, 6-9, 23-16, 12-19, 32-27, 9-18, 26-23, 19-26, 30-14, 8-11, 27-24, 4-8, 31-26, 15-18, B. wins.

(z) 23-18, 7-11, 21-17, 4-8, 25-21, 12-16, 17-14, 8-12, 14-10, 15-19, 22-17, 13-22, 26-17, 19-23, 18-14, 11-15, 14-9, 15-19, 17-13, \*2-7, 9-6, 7-14, 31-27, 1-10, 27-9, 19-23, 9-6, 10 15, 6-2, 15-19. Drawn.

(§) If 2-6, White throws 10-7, 3-10, 18-14, and secures a very strong ending.

(a) 25-21, b11-16, 31-27, c16-19, 23-16, 12-19, 27-23, 19-24, 14-10, 7-14, 23-18, 14-23, 26-10, 24-28, 22-18, 2-6, 18-15, 6-9, 15-11, 9-14, 11-7, 14-17. Drawn.

(b) 15-19, 23-16, 12-19, 22-18, 11-16, 31-27, 16-20, 32-28, 7-11, 14-10, 11-16, 18-15, 3-8, 27-23, 8-12, 26-22. Drawn.

(c) 16-20, 14-10, 7-14, 23-18, 14-23, 27-11, ♠12-16, 32-27, ♠1-6, 26-23, 6-10, 23-18, 16-19, 18-14. Drawn.

(♠) 20-24, 11-8, \*12-16, \*32 28, 3-12, 28-19, 16-23, 26-19, 2-7, 22-18, 7-11. Drawn.

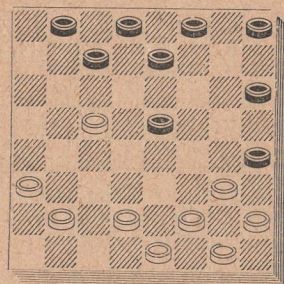
(♠) If 16-19, 26-23, 19-26, 20-23, (a deceptive ending; Black's king row looks powerful, while Whites is empty. Yes, but White has the "opposition," and this is a striking instance of how one side, by its aid, can advance from his entrenchments and put the enemy to flight), 1-6, 23-18, \*6-10, 22-18, \*2-6, 11-7. 13-17. Drawn.

(d) 15-19, 23 16, 12-19, 22-18, 11-16, 31-27, 16 20, 25-21 same as note b. Drawn.

## Var. 7.

9-e-30 25	g-17 14	13 14	k-22 17	25 11	29 25
8-f-10 15	9 18	16 20	13 22	8 15	

The diagram illustrates a display of skilful strategy.



Black to play.

4 8	17 13	25 22	26 23	10 14	7 2
26 23	19 23	24 19	n- 2 6	11 7	6 10
15 18	15 10	22 17	p-23 19	3 10	11 7
23 19	6 15	14 9	10 7	8 11	10 14
7 11	25 22	17 14	16 12	14 18	7 10
19 16	18 25	9 5	7 10	12 8	22 26
12 19	27 4	m-14 10	4 8	10 14	10 17
24 15	25 30	19 16	10 7	8 3	26 31
11 16	32 27	10 7	19 16	14 17	Drawn.
21 17	30 25	31 26	7 10	3 7	
k-16 19	28 24	7 10	q-16 11	17 22	

(e) This defence is next in order of strength to 23-18. It was adopted by R. Jordan in his great match with Ferrie in 1896, and the resulting game was one of the most notable of the match.

(f) Without doubt this is best here, but 9-14 and 16-19 both draw. For the former see var. 8. One continuation after 16-19 is, 24-15, 10-19, 23-16, 12-19, 27-24, 7-10, 24-15, 10-19, 32-27, 3-7, 17-14, 9-18, 22-15, 7-11, 27-24, 11-18, 24-15, 8-12, 15-11, 6-10, 28-24, 10-15, 25-22, 18-25, 29-22, 12-16, 26-23, 1-6, 21-17, 6-10, 31-27, 2-6, 24-20, 6-9. Drawn.

(g) 24-19, 15-24, 28-19, 16-20 (best, but 7-10, 22-18, etc., draws), h\*17-14, 9-18, \*22-15, i-7-10, 25 22, 3-7, j-29-25, 10-14, 22-18, 14-17, 21-14, 6-10, 15-6, 1-17, 25-21, 17-12, 26-17, 13-22, 18-14, 22-25, 21-17, 25-30, 14-9, 30-25, 17-13, 25-22, 9-6, 2-9, 13-6, 7-10, 6-2, 10-14, 19-15, 8-11, 15-8, 4-11, 23-19, 14-17, 2-7, 11-16, 19-15, 16-19, 7-10, 17-21, 10-6, 19-24. Drawn.



(h) If 22-18, 13-22, 26-17, Black has a winning game by 9-13. Should White reply 17-14, \*13-17, now if 31-26, \*7-10, 14-7, 2-11, 21-14, 11-15. B. wins.

(i) 8-11, 15-8, 4-11, 25-22, 6-10, 22-18, 13-17, 21-14, 10-17, 26-22, etc., draws.

(j) 23-18, 7-11, 29-85, 11-16, 26-23, 1-5, 21-17, 5-9, 31-26, 2-7, 25-21, \*7-11, 17-14, 10-17, 21-5, 6-9, 5-1, 9-14, 18-9, 11-25, 1-6, 25-30, 6-10, 30-25, 10-14, \*25-22. Drawn.

(k) The amateur may look upon this play as merely opening up the game, but it is the only sound move here. If 24-19, 15-24, 28-19, 8-11, 26-23, 11-16, 22-18, \*13-17 (that awkward move again!) 31-26, \*6-9, 14-5, 3-8 and Black wins on the ending.

(l) In his annotations of the Ferrie-Jordan game. Lees gives the following draw here:—2-7, 17-13, 7-10, 14-7, 3-19, 27-24, 20-27, 32-14, 19-23, 14-9, 6-10, 9-6, 10-14, 6-2, 14-17. Drawn.

(m) "At this point Jordan proposed a draw, but Ferrie would not agree. He was decidedly wrong, as, though having the best position, it was not sufficient to counterbalance the deficiency of numerical force."—*Lees*.

(n) Varies from Ferrie's play, and appears to force a sound draw. The conclusion of the aforesaid game was:—10-14, 16-12, 14-10, 22-19, 10-14, 4-8, 14-18, 8-11, 18-14, 11-15, 2-6, 15-11, 14-18, 11-16, 18-22, 19-15, 22-26, 15-10! 6-15, 27-23, 26-19, 16-23, 3-7, 12-8, o-7-11, 8-3, 11-16, 3-8, 1-6, 8-12, 6-10, 12-19, 15-24, 23-18. Jordan won. A masterly ending.

(o) 7-10 was suggested to draw, but the following fine win was proved by J. A. Wilson, Glasgow:—8-3, 10-14, 3-7, 15-18, 23-19, 18-22, 13-9, 22-25, 9-6! 1-10, 5-1, 25-30, 1-5, 30-25, 5-9. W. wins.

(p) If 16-12, 10-15 draws at once.

(q) 8-11, 10-14 draws easily, for White cannot play 27-23 on account of 20-24.

#### Var. 8.

r- 9 14	s- 8 11	7 16	1 6	7 16	20 27
22 18	t-18 14	28 14	25 22	9 5	31 24
13 22	10 17	4 8	x- 3 7	2 7	16 20
18 9	21 14	29 25	y-22 18	5 1	23 18
6 13	u-11 15	8 11	6 10	7 11	20 27
26 17	24 19	w-32 27	14 9	1 6	18 11
13 22	15 24	16 20	11 15	11 15	10 14
25 18	v-27 11	24 19	18 11	27 24	Drawn.

(r) While 10-15 is preferable as an attacking move, the above is a good sound defence. White, however, has rather the better game.

(s) 10-15 draws, but is bad in principle, allowing White command of the centre.

(t) If 29-25, then 10-15, followed by 16-19; or if 24-19, 2-6, and in either case Black is strong.

(u) This is best now. Black has already lost the centre, but White has weakened his left flank, and Black obtains a good game after the break-up. At the same point 4-8 is answered by 23-18, or 16-20 by 24-19, both sound draws.

(v) 28-19 is not so good, although it will draw.

(w) 23-18, 16-20, 32-27, 1-6, \*25-22, 3-7, 31-26, 6-10, 14-9, 11-15, 18-11, 7-16, 26-23, 10-15, 23-18, 16-19, 18-11, 19-28, 27-23, 28-32, 23-18, 32-27, 18-14, 27-23, \*9-5. Drawn.

(x) 6-10 14-7, 3-10, 27-24, 20-27, 31-24, 2-6, 22-17, 6-9, 23-18, 9-13, 18-14, 13-22, 14-7, 11-19. Drawn.

(y) 22-17, 6-10, \*27-24, 20-27, 31-24, \*2-6, \*24-20, 11-15, 17-13, 15-24, 14-9, 24-27, 9-2, 7-11, 23-18, 10-15, 18-14, 15-19. Drawn.

#### Var. 9.

z-24 19	b-17 14	18 15	21 14	7 3	7 11
8 11	10 17	6 9	10 17	26 30	16 19
28 24	21 14	15 6	32 28	3 7	23 16
16 20	13 17	1 10	4 8	30 26	12 28
30 25	f-25 22	22 18	19 15	24 19	11 18.
*11 16	17 26	9 13	7 11	26 22	28 32
a-22 18	31 22	29 25	15 10	28 24	27 23
13 22	g- 7 10	13 17	17 22	22 15	Drawn.
26 17	14 7	25 21	10 7	19 10	
9 13	3 10	2 7	22 26	11 15	

(z) This line was given by Strickland, and appears in Bowen's "Bristol" and subsequent works. It may seem like sacrilege to challenge the play of the blindfold master, but I have come to the conclusion that this variation only allows a close draw for White, and is dangerous for practical purposes.

(a) If 17-14, 9-18, 22-15, 13-17, etc., B. wins; or if 32-28, 4-8, §19-15, 10-19, 24-15, 16-19, B. wins. §22-18, 13-22, 26-17, 10-14, 17-10, 7-14, B. wins.

(b) 18-15, 13-22, 25-18, \*10-14, 18-9, 6-13, 29-25, 7-10, 15-6, 1-10, 31-26, 3-7, c-26-22, 4-8, 22-18, 13-17, 21-14, 10-17. d-18-14, 17-21, 25-22, 21-25, e-22-17, 25-30, 17-13, 30-26, 14-9, 7-10. B. wins.

(c) 25-22, 2-6, 22-18, 13-17, 21-14, 10-17, 18-15, 7-10, 15-11, 10-14, 11-7, 6-9, 7-2, 9-13, 19-15, 16-19. B. wins.



(d) 18-15, 7-10, 15-6, 2-9, 25-21, 17-22, 21-17, 9-13, 17-14, 22-25, 32-28, 25-30, 19-15, 30-25, 14-10, 25-22, 10-7, 13-17, 7-3, 17-21, 3-7, 21-25, 15-10, 25-30, 10-6, 8-11, 6-2, 11-15, 23-18, 30-26, 18-11, 26-23. B. wins.

(e) 22-18, 25-30, 14-10, 7-14, 18-9, 30-26, 9-5, 2-6, 5-1, 6-10. B. wins.

(f) 25-21, 17-22, 21-17, 4-8, 17-13, 7-10, 14-7, 3-10, 18-15, 6-9, 13-6, 2-9, 15-6, 1-10. B. wins.

(g) 4-8, 22-17, 6-10, \*18-15, 2-6, 29-25, 8-11, 15-8, 6-9, 14-5, 10-15, 19-10, 7-30, 8-4, 30-25, 4-8, 25-22, 8-11, 22-17, 11-8, 17-13, 8-11, 13-9, 11-8, 9-6, 8-11, 6-2, 11-8, 3-7, 8-11, 7-10, 23-19. Drawn.

## Var. 10.

<i>h</i> - 8 11	<i>j</i> -11 15	12 19	12 19	10 15	6 10
<i>i</i> -17 13	29 25	23 16	23 16	17 10	21 17
9 14	7 11	2 7	20 24	7 14	18 22
22 18	24 19	25 21	26 22	22 17	16 11
16 20	15 24	4 8	24 28	14 18	23 27
19 9	28 19	22 17	31 27	17 14	32 23
5 14	<i>k</i> -11 15	8 12	15 19	19 23	28 32
25 22	19 16	27 23	27 24	14 9	Drawn.

(h) This looks quite a sound move, but White can make things very critical, and Black has to be very careful for about twenty moves or so.

(i) 17-14 is sound but not so strong. Black is best to capture 9-18, 23-14, 10-17, 22-13, 11-15, 24-19 and Black has the best of matters.

(j) Beware of 14-17, 29-25, 4-8, 22-18, 17-21, 25-22, 12-16, 24-19, 8-12, 19-15, 10-19, 27-24, 20-27, 31-8, 16-19, 23-16, 12-19, \*18-15, 3-12, 22-17, etc.. W. wins—*F. Dunne*. Many players have been caught with this pitfall since Mr. Dunne first showed it in his excellent "Praxis."

(k) 11-16 is weak, if not a loser. Continue \*25-21, \*4-8, 22-18, \*8-11, 18-9, 11-15, 32-28, 15-24, 28-19, 1-5, 26-22, 5-14, 22-18, 6-9, 13-6, 2-9, \*18-15, 9-13 and Black has a very hard ending, although it seems to draw.

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
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# LIST OF SIGNS USED IN THIS WORK.

\*—denotes an essential move.

!— „ a brilliant, or very strong move.

?— „ a doubtful, or dangerous move.

†— „ a bad move.

‡— „ a losing move.

The signs \$, ¶ and || are occasionally used to indicate where deviations occur from minor lines of play, and have no reference to the quality of the moves at which they are placed.

Credit is given to the proper authorities for every variation, so far as known. All play given without any name appended, is my own work. Should anyone be entitled to a line of play through prior publication, I shall be glad to recognise any duly authenticated claims of this nature in an appendix.

## No. 5.—9 13, 22 18.

9 13	27 18	8 11	23 18	24 27	23 18
a-22 18	8 15	1-31 27	16 23	32 23	1-26 23
19-b-10 15	18 11	3 7	26 19	22 26	9 5
17-c-25 22	7 16	i-18 14	13 17	17 13	23 14
16-d- 6 10	22 18	10 17	25 21	26 31	5 1
11-e-23 19	3-g-16 20	21 14	k-17 22	14 9	6 9
f-11 16	2-24 19	1 6	21 17	5 14	Drawn.
18 11	h- 4 8	27 23	20 24	18 9	
16 23	29 25	11 16	19 15	31 26	

(a) This forms the "Edinburgh" game proper, and is without doubt the weakest of the two-move openings for the first player. For the last twenty years the experts and analysts have devoted much attention to this opening, some trying to improve the defence while others strengthened the attack. Up to the present the attacking party have had matters a good deal in their favour, but still it is proved that Black can draw, on at least four lines of defence.

(b) As to which is the best defence, it is difficult to state with certainty. I have given 10-15 the leading place in this study, although 12-16 is more favoured by match players. 6-9 is also sound. Of the other defences, 11-16 is weak, but drawable; 11-15 is herein proved a loser. I believe the 10-15 line, judiciously handled, contains the greatest immunity from danger of any defence possible, and therefore I have placed it first in order.

(c) This is generally adopted, and held to be the strongest attack, but I have always feared 18-14 more. In point of actual strength, it is the difference between twenty shillings and a sovereign—each may be handier for a particular occasion. White may also play 24-19, a line of the "Kelso-Exchange," or 26-22, which contains possibilities.

(d) Black may avoid certain dangers by varying with 5-9 here (see var. 16). The text is the usual defence, and offers a slight (very slight) chance of Black wins, should White go wrong in detail.

(e) This attack carries the greater danger, owing to the number of side lines White may subsequently adopt. Another powerful line is 24-20, in which the pressure is more immediate, and perhaps a little easier seen, and countered. There are two other lines:—21-17, in which the forces are fairly equal, and 18-14, Black superior.

(f) The only hope at this stage, and the break-up must be taken exactly as shown.



(g) The usual play is 4-8, or 5-9, followed by 18-15, and Black can barely make a sound draw. The text-move seems an improvement, as it takes the sting out of the 18-15 attack.

(h) Black must be careful not to play 5-9 here. White replies 29-25, 4-8, 31-27, and if there is a draw for Black, it must be very close.

(i) 25-22, 7-16, 18-14, 10-17, 21-14, 6-10, \*22-18, 10-17, 19-15, 11-16, 15-11, \*7-10, 11-8, 17-22, 26-17, 13-22, 8-3, 10-14, 18-9, 5-14, 3-8, 14-17, and White draws with a piece short.

(j) If 5-9, \*27-24, 20-27, 32-23, \*11-15, 18-11, 7-16, \*23-18, 16-23, 26-19, 10-14, and Black has a strong advantage.

(k) 6-10, \*28-24, 20-27, 32-23, \*17-22, 14-9, 5-14, 18-9, 10-14, 9-5, 7-11, 5-1, 22-26, 1-5, 11-16. Drawn.

(l) Should Black play 26-22 here, he gets neatly trapped, thus:—9-5, 7-10, 28-24! 10-28, 5-1, 22-15, 1-19, 2-6, \*30-25, 28-32, 25-22, 32-27, 22-17, 6-10, 13-9, 27-31, 9-6, 31-26, 6-2, 26-22, 2-7. W. wins.

## Var. 1.

25 22	3 7	30 26	7 16	18 9	13 17
5 9	n-32 27	11 15	22 18	5 14	22 13
m-26 23	1 5	18 11	9 14	26 22	2 7

Drawn.—*Barker v. Smith, 1889.*

(m) 22-17, 13-22, 26-17, 9-13, 17-14, 10-17, 21-14, 13-17, 19-15, 11-16, 15-11, 17-22, 32-27, 16-19, 18-15, 3-7, 15-10, 7-16, 10-7, 2-11, 27-24. Drawn.—*Reed v. Barker, 1890.*

(n) 28-24, 20-27, 31-24, \*11-16, o-24-20, 10-14, 20-11, 7-16, 18-15, 16-20, 32-27, \*2-7, 15-10, 7-11, 10-7, 11-16, 22-18, 13-17, 30-26, 9-13, 18-9, 17-22.—Drawn.

(o) 18-15, 16-20, 15-6, 20-27, 30-26, 1-10, 19-15, 10-19, 23-16, 12-19, 32-16, 9-14, 16-12, 7-11, 26-23, 11-15, 12-8, 2-7, 8-3, 7-11, 3-8, 11-16. Drawn.

## Var. 2.

18 15	4 8	28 24	12 16	24 20	11 18
p-20 27	29 25	q- 2 7	21 17	15 19	20 4
15 6	8 11	r-22 18	7 10	17 14	
1 10	25 22	10 15	31 27	10 26	Drawn.
32 23	5 9	26 22	3 8	18 15	

(p) 10-19, 24-15, 4-8, 29-25, 3-7. etc., draws, as in Var. 3, but is rather difficult for Black.

(q) The text-move is not the most likely, but is quite necessary. For example: 3-7, 24-19, \*11-15, 19-16, 12-19, 23-16, 9-14, 16-12, 14-18, 22-17, and Black has a hard ending—or: 11-16, 24-19, 3-7, \*23-18, 16-23, 26-19, 7-11, 21-17, 11-16, 18-15, 16-23, 15 6, 9-14, 17-10, 2-9, 10-6, etc. W. wins.

(r) If 23-18, 12-16, 26-23, 10-15 (same as var. 2), drawn. Or, 24-19, 11-15, 19-16, 12-19, 23-16, 15-19, 26-23, 19-26, 30-23, 9-14, 22-18, 14-17. Drawn.

## Var. 3.

s- 4 8	6-29 25	5- 7 11	w-30 26	*12 16	32 23
t-18 15	v- 1 6	4-26 23	11 15	x-23 19	13 17
10 19	28 24	11 18	26 23	16 23	21 14
24 15	16 20	23 14	6 9	27 11	Drawn.
7-u- 3 7	31 27	8 11	14 10	20 27	Henderson.

(s) This move, or 5-9, allows White to introduce a strong attack by 18-15 next move. To Mr. Hugh Henderson, the ex-Scottish expert, and late American champion, is due the credit for the innovation. For some years it was considered by the authorities that there was scarcely a sound draw for Black, but Henderson, by some masterly analysis in his department of the "Pittsburg Dispatch," has come to the rescue and demonstrated that there are at least two sound lines by which the first player may secure the draw. The text-move (4-8) is safer than 5-9, which leads to a highly critical and dangerous ending.

(t) Probably White's strongest play, but the alternatives, 32-27, 29-25, and 18-14; all require to be met with caution. For these lines see vars. 8 and 9.

(u) Henderson notes that the text-move is preferable, being free from hard endings.

(v) It must be noted here that Black's defences against 29-25 and 30-25 are radically different. In the present instance 1-6 draws and 7-10 loses, but against 30-25 this is quite reversed.

(w) 25-22, §11-15, 14-10, 6-9, ¶30-26, 12-16, 26-23, 16-19, 23-16, 9-14, 10-7, 2-11, 16-7, 14-18, 22-17, 13-22, 7-2, 22-26, 2-7, 26-31, 7-10, 15-19. Drawn.—*Henderson.*

(§) 13-17, 22-13, 6-9, 13-6, 2-18, 21-17, 11-15, 17-14, 18-23, 14-10. W. wins.—*Henderson.*

(¶) 27-23, 20-27, 23-18, 13-17! Drawn.—*Henderson.*

(x) If 25-22, 16-19, 23-16, 9-14 draws, same as note (w).

## Var. 4.

26 22	25 22	y-22 18	18 14	14 9	2 7
11 18	9 14	14 23	11 18	12 16	8 12
22 15	24 19	27 18	19 15	9 2	7 10
5 9	2 7	7 11	18 23	16 19	Drawn.

*Henderson.*

(y) 27-23, 7-11, 22-18, 6-9, 32-27, 13-17, 30-26, 11-16, 15-10, 9-13, 8-11. Drawn.—*Henderson.*

## Var. 5.

7 10	2 7	6 9	17 22	22 26	31 15
24 19	25 22	15 10	6 2	6 13	13 17
z-10 14	7 11	13 17	11 16	26 31	W. wins.
26 23	22 18	10 6	2 6	18 9	Henderson.



(z) 5-9, 26-23, 9-14, 23-18, 14-23, 27-18, 2-7, 25-22, 7-11, 21-17. W. wins.

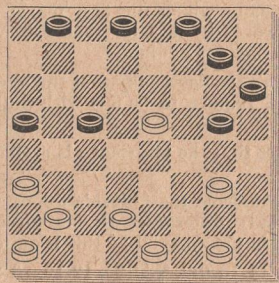
Var. 6.					
30 25	1 10	31 27	5 9	22 18	9 18
a- 7 10	28 24	8 11	25 22	10 15	23 14
15 6	16 20	26 23	2 7	18 14	Drawn.

Henderson.

(a) Necessary against 30-25.

5 9 30 25 \* 9 14 28 24 and the diagram illustrates an excellent piece of analysis, by which it was proved that the draw was still extant.

b- 2 6  
c-24 20  
16 19  
d 25 22  
f- 6 10  
15 6  
1 10  
22 17  
13 22  
26 17  
19 23  
17 13  
3 7  
13 9  
14 17  
21 14  
10 17  
9 6



Black to play and draw.

T. Boyle.

17 22  
6 2  
8 11  
2 6  
23 26  
6 9  
26 30  
9 14  
30 25  
32 28  
25 30  
14 9  
30 25  
28 24  
25 30  
24 19  
7 10  
Drawn.

(b) Mr. Henderson at this stage considered Black beaten, and offered a prize to anyone who could prove a draw. Mr. Boyle forwarded the appended play, which has stood the test, and has gained for its author far greater credit than the mere winning of the prize represents.

(c) 32-28, 3-7, 24-20, 16-19, 20-16, 6-10, 15-6, 1-10, 26-23, 19-26, 31-22, 12-19, 22-17, 13-22, 25-9, 10-15, 9-6, 7-11. Drawn.—Henderson.

(d) e-26-22, 14-18, 20-16, 3-7, 21-17, \*6-9, 17-14, 13-17, 14-5, 17-26, 31-22, 19-24, 22-17, 12-19, 17-14, 7-11, 15-10. Drawn.—Boyle.

(e) g-31-27, 3-7, 32-28, 14-17, 21-14, 6-10, 15-6, 1-17, 25-22, 7-11, 22-18, 17-22. Drawn.—Boyle.

(f) 14-18, 32-28, 18-25, 29-22, 3-7, 22-18, 7-11, 18-14, 11-18, 26-23, 19-26, 31-15, 1-5, 28-24, 13-17, 14-10, 6-9, 21-14, 9-18, 10-7, 18-23, 7-3, 23-27, 3-7, 27-32, 24-19, 32-27, 7-11. W. wins.—Boyle.

(g) If 20-16, beware! 3-7 loses by 26-23. And 6-10, 15-6, 1-10, 26-22, W. wins. But \*14-18, 26-22, 3-7, 21-17 draws same as note (d)

Var. 8.					
9-h-32 27	10 17	31 26	10 17	18 15	7 16
i- 3 7	21 14	n-11 16	21 14	16 19	24 15
j-29 25	1 6	23 18	13 17	23 16	6 9
8 11	k-26 23	6 10	o-26 23	12 19	14 10
18 14	m-16 20	25 21	2 6	15 11	16 19

Drawn.

(h) Henderson remarks, "A shrewd and cunning line." Its first appearance was in the British-American International, when Dearborn and Schaefer played it successfully against Halliwell and A. Jordan respectively. Its danger lies in the fact that Black must reply 3-7 or get a very bad game.

(i) Let us examine the alternatives. First:—1-6, played by Halliwell. Dearborn replied §29-25, 8-11, 24-20, 3-7, 27-24. Now the former went 6-9 and lost by 18-15, etc., but Hefner in his annotations shows that 10-14 instead of 6-9 will draw.

(§) Henderson considers 18-15, 10-19, 24-15, the best attack here. The play might be continued:—3-7, 20-25, \*16-20, 26-23, 7-11, 23-18 (seems best), 2-7, 31-26, 11-16, 18-14, 7-11, 14-10. Drawn. In the second place:—5-9 (A. Jordan), 26-23 (Schaefer) and White won, but Black should have drawn. Instead of 26-23, however, let White play 24-20 and he forces a win. Should Black reply 8-11, or 16-19, he is caught in Cowie's correction of Lees' trunk. He does no better by 10-14, 20-4, 14-32, 29-25, 1-6, 25-22, 6-10 31-27, etc., W. wins. Third:—8-11, 24-20, \*3-7, may draw, but White is very strong. Fourth:—16-20, 24-19, 1-6, 29-25, 3-7, 25-22, 7-11, 27-23, 11-16, 21-17, 2-7, 31-27, 8-11, 30-25, 6-9, 19-15, 10-19, 17-14. W. wins.

(j) I do not think the alternatives are quite so strong, but you may have your choice:—

18 15	1 10	27 24	2 7	24 20	10 26
10 19	29 25	16 20	23 18	12 16	
24 15	8 11	26 23	7 11	28 24	Drawn.
* 7 10	25 22	20 27	21 17	16 19	
15 6	11 15	31 24	5 9	17 14	Henderson.

Or the following:—

27 23	29 25	22 18	24 20	16 12	8 3
8 11	7 10	20 27	11 15	18 23	7 10
24 19	25 22	31 24	19 16	26 19	3 7
10 14	2 7	1 5	12 19	15 24	10 15
18 9	28 24	18 9	23 16	12 8	7 11
5 14	16 20	5 14	14 18	10 14	14 18

Drawn.—Henderson.



(k) 27-23, 16-20, 24-19, 11-16, 23-18, 16-23, 26-19, 13-17, 25-21, 1-6-9, 19-15, 2-6, 30-26, 9-13, 26-23, 6-9, 28-24, 20-27, 31-24, 17-22, 24-20, 22-25, 23-19, 25-30, 15-10, 7-11, 19-15, 30-26, 15-8, 26-22. Drawn.—*Banks v. Henderson.*

(l) 17-22, 21-17, 6-9, 19-15, 9-13, 30-26, 12-16, 15-10, 7-11, 10-7, 16-19, 7-3, 11-16, 3-8, 22-25, 8-12, 13-22, 26-17, 25-20, 17-13, 19-23, 12-26, 30-23, 28-24, 20-27, 31-24, 23-26, 24-19, 26-22, 19-15, 22-17, 14-10, 5-9, 13-6, 2-9. Drawn.—*J. J. Lannin v. C. F. Barker.*

(m) 13-17, 24-20, 6-10, 27-24, 17-21, 31-26, 10-17, 25-22, 11-15, 22-13, 16-19, 23-16, 12-19, 20-16 (the position might be diagrammed were not space so precious), \*7-11, 16-7, 2-11, 26-23, 19-26, 30-23, 21-25, 24-20, 25-30, 28-24, 30-26, 23-19, 26-23, 19-10, 11-15. Drawn.

(n) 11-15, \*23-19, 15-18, 19-16, 12-19, 24-15, 13-17, 28-24, \*17-22, 26-17, 18-23, 27-18, 20-27, 17-13, 27-31, 25-22, 31-27, 15-10. Drawn.

(o) Beware of 26-22, 17-26, 30-23, 2-6, 18-15, 16-19. B. wins.

#### Var. 9.

p-29 25	s-22 17	21 14	32 27	*27 23	26 22
* 8 11	13 22	13 17	16 19	11 16	27 31
q-25 22	26 17	19 15	15 11	*18 15	15 11
10*16 20	9 13	11 16	* 3 7	20 24	31 27
24 19	17 14	t-31 26	11 8	*23 18	18 15
r- 5 9	10 17	u-17 21!	7 11	24 27	Drawn.

*J. Gregg.*

(p) In Lees' day this was the favourite continuation, and Black was held to secure quite a safe draw. Mr. Cowie, of Liverpool, however, caused somewhat of a sensation in 1900, when he attacked and demolished the trunk game of Lees' "Guide." Black is able, by carefully following the above sequence for his next three moves, to avoid the Cowie win, and also to cut out several other troublesome attacks.

(q) 18-14, 10-17, 21-14, \*3-7, 25-21, 1-6, 31-27, 16-20, 24-19, 6-9, 26-23, 9-18, 23-14, 13-17, 30-25, 2-6, 27-23, 6-9, 32-27, 9-18, 23-14, 11-16, 19-15, 16-19, 15-10, 7-11, 10-7. Drawn.

(r) 3-7, 26-23, 5-9, 28-24, 20-27, 31-24, 11-16, 24-20, 7-11, 32-28, 1-5, 28-24, 2-7, 30-25, 10-14, 18-15, 11-27, 20-2. Drawn.

(s) 26-23, 3-7, 32-27, 1-5, 30-26, 11-15, 18-11, 7-16, 22-18, 9-14, 18-9, 5-14, 26-22, 13-17, 22-13, 2-7. Drawn.—*Barker v. Smith.*

(t) 15-11, 17-22, 18-15, 16-19, 32-27, 3-7, 15-10, 7-16, 10-7. Drawn.—*Reed v. Barker.*

(u) This seems to draw, correcting the "Barker-Smith Games Book" and Dunne's "Praxis." At the same point J. Alexander claims a draw by the following, but it loses:—3-8, 14-10, 17-21,

26-22, 20-24, 28-19, 16-23, 15-11, 8-15, 18-11, 23-26 (Alexander's proposed correction), 30-23, 21-25, 23-19, 25-30, 22-17, 30-26, 10-7, 26-23, 17-14, 23-16, 7-3. W. wins.

#### Var. 10.

† 5 9	24 15	10 19	30 23	6 9	22 18
24 20!	10 19	25 22	11 15	2 6	13 17
v-16 19	31 27	7 10	18 11	x-10 15	10 15
w-32 27	6 10	21 17	9 14	6 10	
3 7	27 24	8 11	11 7	15 19	W. wins.
27 24	1 6	26 23	14 21	23 16	
2 6	24 15	19 26	7 2	12 19	T. Cowie.

(v) 8-11, 32-27, y-10-14, 27-23, 3-7, 28-24, 7-10, 24-19, 2-6, 25-22, 10-15, 19-10, 6-15, 22-17, 13-22, 26-10, 15-22, 10-7, 16-19, 23-16, 12-19, 7-3. W. wins.—*T. Cowie*

(w) This is Mr. Cowie's correction, destroying all published draws by the old sequence of moves (5-9 before 16-20). The point where Lees' trunk is corrected, is at White's previous move, 24-20.

(x) 10-14, 6-10, 14-17, 22-18, 17-22, 10-14. W. wins.—*Cowie.*

(y) 10-15, 25-22, z-3-7, 27-24, 1-5, 26-23, §9-14, 18-9, 5-14, 24-19. W. wins.

(z) 16-19, 27-23. W. wins.

(§) 16-19, 23-16, 12-19, 30-26. W. wins.

#### Var. 11.

a-24 20	12 c-11 15	22 17	3 7	11 7	25 29
14 b-15 19	d-29 25	13 22	m-20 16	18 22	31 26
23 16	f- 2 6	26 10	1 6	7 3	29 25
12 19	25 21	k-15 18	n-14 10	22 25	27 24
18 14	g- 8 12	l-27 23	7 14	3 7	19 23
10 17	h-14 10	6 15	16 11	4 8	26 19
21 14	7 14	23 14	15 18	32 27	6 9

Drawn.

(a) Opinions vary as to the comparative strength of the text-move and 23-19. I hold that the latter contains the greater element of danger to Black, as already noted. It is a matter of individual preference by the second player, but I may say that I would much rather play Black against the 24-20, than the 23-19 line.

(b) 5-9 has been the favourite defence in match-play, but the late James Ferguson, who introduced the 24-20 attack, held that 15-19 was the best defence.

(c) This has been put down as a loser, but seems to admit of a sound draw.

(d) 30-25, 1-6, e-25-21, 6-9, 14-10, 7-14, 22-17, 13-22, 26-10, 8-11, 10-6, 9-14, 6-1, 4-8, 31-26, 3-7, 27-23, 8-12, 23-16, 12-19, 26-22, 11-16. Drawn.—*J. Maize.*







(†) 9-6, 18-22, 15-10, 22-31, 32-27, 31-24, 28-19, 11-15. Drawn.—*Ferrie v. R. Jordan*.

(x) †15-18, 27-23, 18-27, 32-16, 8-12 13-9, 12-19, 9-6, 11-15, 6-2, 7-10, 14-7, 3-10, \*2-7, 10-14, 26-22, 14-18, 22-17, 18-22, 17-13, 15-18, 7-10. W. wins.—*J. Macfarlane*.

(y) 22-18, 6-10, 27-24, 10-17, 24-15, 17-22, 26-17, 13-22, 28-24, 8-12, 15-8, 4-11, 18-14, 7-10, 14-7, 3-10, 32-28, 5-9, 31-27, 9-13, 27-23, 13-17, 23-19, 11-15, 20-16, 15-18. Drawn.

(z) 25-21, 11-18, 21-14, 18-22, 26-17, 13-22, a-28-24, 1-6, 24-19, 8-11, 32-27, 4-8, 27-23, 8-12, 23-18, 6-10, 14-7, 3-10, 31-27, 5-9, 27-23, 9-13, 18-14. Drawn.—*MacKean*.

(a) 32-27, 1-6, 27-23, b-8-11, \*28-24, 4-8, 24-19, 8-12. Drawn.

(b) †3-7, 20-16, \*8-12, 14-10, \*12-26. Drawn.—*MacKean*.

(c) 32-27! 4-8, 27-23, 8-11, 23-18, 5-9, 28-24, \*11-16, 24-20, 16-19, 20-16, 19-24, 16-11, d-9-13, 11-7, 13-17, 7-2, 17-21, 10-7 (corrects MacKean's analysis), 3-10, 2-7. W. wins.

(d) This looks like the loser. The following appears to draw and keep Mr. MacKean's innovation sound:—24-28, 11-7, 28-32, 7-2, 32-28, e-2-6, \*3-7, 10-3, 6-15, 3-7, 10-14, 18-15, 14-18, 7-10, 18-23, 15-11, 23-27. Drawn.

(e) 2-7, 28-24, 7-11, 24-19, 10-6, 1-10, 11-15, 19-23 15-13, 23-14, 31-27, 3-7, 27-24, 7-11, 24-19, 14-10, \*13-9, 11-15, 9-6, 10-1. Drawn.

(f) 11-16, 19-24. Drawn.—*MacKean*. A little continuation is necessary here, \*16-19, \*25-22, 19-28, 22-18, 20-16, \*18-15, 10-7, 3-10, 28-24, 10-14, 16-12, 15-11, 24-19, 1-6, 31-26, \*14-18, 19-24, 18-23, 26-19, 11-16. Drawn.—*H.F.S.*

#### Var. 13.

g- 1 6	22 15	17 21	22 17	25 30	6 10
29 25	k- 2 6*	25 22	13 22	o-27 23	7 11
h- 6 10	l-32 27	3 7	30 26	30 25	14 9
j-27 24	7 11	20 16	11 20	23 18	8 12
10 17	26 23	8 11	26 1	4 8	9 6
24 15	11 18	14 9	n-21 25	18 14	11 16
11 18	23 14	5 14	1 6	25 22	Drawn.

A. McGill.

(g) Very dangerous for Black.

(h) Here 11-15 loses. In the 2-6 line (var. 11) 11-15 is quite good. The difference is, that in this case Black is compelled to move the piece on 6—the key to his position:—r-11-15, 25-21, 6-10, 30-25, 10-17, 21-14, 2-6, 25-21, 6-9, 14-10, 7-14, 22-17, 13-22, 26-10, 8-11, 27-24, r-19-23, 10-6, 15-18, 6-2, 9-13, 2-6, 3-7, 24-19, 18-22, 6-2, 5-9, 19-16, 23-26, 16-12, 26-30, 12-8, 9-14, 8-3, 7-10, 3-7, 11-15, 2-6, 22-25 32-27, 7-11. W. wins.—*F. Tescheleit v. J. Ferguson*.

(i) 9-14, 10-6, 14-18, 6-2, 18-22, 32-27, 5-9, 2-6, 9-14, 6-10, 14-18, 10-14, 19-23, 14-17, 23-32, 17-26, 4-8, 21-17, 18-22, 17-13, 22-25, 26-23, 25-30, 13 9, 30-25, 9-6, 25-21, 6-2, 21-17, 23-19, 15-18, 2-6, 17-14, 19-16 W. wins.—*J. Lees v. J. Ferguson*.

(j) 25-21, 10-17, 21-14, 2-6, now same as var. 12, note (g), at 4th move.

(k) In the Anglo-Scottish International Match of 1899, W. Gardner lost to Buchanan as follows:—8-11, 15-8, 4-11, 32-27, 7-10, 27-23, 5-9, 25-22, 17-21, 23-18, 3-7, 26-23, 10-15 28-24, 7-10, 23-19, 10-14, 19-10, 14-23, 22-18, 23-27, 10-7, 27-32, 3-8, 27-23, 8-15, 23-14, 20-16, 13-17, 16-12, 17-22, 12-8, 2-6, 8-3, 14-18, 15-19, 22-25, 3-7, 25-29, 24-20, 29-25 20-16, 25-22, 16-11, 9-13, 7-2, 6-10, 2-6 18-15, 19-23, 15-8, 6-15, 13-17, 23-18. W. wins Subsequent analysis proves that Mr. Gardner made about the best possible defence after his 8-11 cut. It may, therefore, be taken for granted that Buchanan had entrapped his opponent into a first-class "cook."

(l) The annotators of the 1899 International Games give the following:—m-25 21, 8-11, 15-8, 4-11, 21-14, 6-10. Drawn.

(m) 28-24, 17-21, 24-19, 5-9, 25-22, 7-11, 22-18, 13-17, 19-16, 9-13, 16-7, 3-19. Drawn.—*1899 International Book*.

(n) 4-8 will also draw, but 7-10 loses by 1-6, 10-14, 6-9, 14-17, 9-13, 17-22, 13-17, 22-25, 17-22, 25-30, 27-24. W. wins —*Lambie v. Gall*.

(o) p-6-2 q-7-10, 2-7, 10-14, 7-10, 14-18, 10-15, 18-22, 15-19, 22-25, 19-23, 25-29, 28-24, 29-25, 24-19, 25-22, 19-15, 22-17, 15-11, 17-14, 11-7, 4-8, 7-3, 8-11. Drawn.—*McGill*.

(p) 28-24, 4-8, 24-19, 8-12. Drawn.

(q) 7-11, 2-7, 11-16, 7-11, 30-25, 11-15, 25-22, 27-23, 4-8, 15-19, 8-12, 19-15, 22-25, 15-18, 25-30, 23-19, 16-23, 18-27, 30-25, 27-23, 25-22, 31-27. W. wins.—*Deans*.

(r) The late John Kirk, of Braddock, Pa., published the following interesting play for a draw at this stage:—11-16, 20-11, 8-15, s-27-23, 4-8, 23-16, 7-11, 16-7, 3-17, t-32-27 17-21, 28-24, 6-10, 24-19, 15-24, 27-20, 10-15, 20-16, 8-11, 16-7, 2-11, 26-23, 11-16, 23-18, 15-19, 18-14, 19-23, 22-18, 13-17. Drawn.

(s) 25-21, 6-9, 14-10, 7-14, 22-17, 13-22, 26-10, 9-14, 31-26, 4-8, 26-22, 5-9, 10-6, 9-13, 6-1, 14-18, 30-25 19-23, 1-5, 23-26, 5-9, 8-11, 9-14, 18-23, 27-18, 13-17. Drawn.—*Kirk*.

(t) 26-23, 17-26, 31-22, 2-7, 28-24, 7-11, 25-21, 6-9, 23-19, 15-18, 22-15, 11-18, 32-27, 8-11, 19-15, 11-16, 15-10 16-20, 24-19, 9-14, 10-6, 5-9, 6-1, 18-23, 27-18, 14-23, 1-5, 9-14, 5-9, 14-18, 9-14, 20-24. Drawn.



## Var. 14.

u- 5 9	7 14	1 10	7 14	11 15	10 14
v-27 24	30 26	d-29 25	31 26	25 22	19 10
10 14	15 22	10 15	f-14 18	3 7	12 19
22 17	26 10	23 19	26 23	23 19	24 15
13 22	2 7	l- 9 13	18 27	7 10	14 18
26 10	a-10 6	19 10	32 23	20 16	Drawn.

(u) More frequently played than 15-19, and is, if anything, a shade easier to defend. Otherwise the two lines are of about equal value.

(v) 28 24 is sometimes played. Continue:—10 14, 22-17, 13-22, 26-10, 7-14, 30-26, 15-22, 26-10, 2 7, 10-6, 1-10, x-21-17, w-9-13, 23-18, 13 22, 27-23, 10-15, 23-19, 7-10, 32-27, 10-14, 18-9, 15-18, 9-6, 3-7, 6-1, 7-10, 1-6, 11-16, 20-11, 8-15, 24 20, 15-24, 6-15, 24-28, 15-19, \*4-8, 19-15, 28-22, 27-24, 32-28, 24-19, 28-24, 20-16, \*24-28, 16-11, 18-23, 11-4, 12-16, 19-12, 23-27, 31-24, 28-10. Drawn.—*W. Walkinshaw*. (A very fine ending).

(w) 10-14, 17-10, 7-14, 29-25, 14-17, 25-22, 17-26, 31-22, \*3-7, 22-17, 11-15, 17-13, 9-14, 13-9, 15-18, 9-6, 18-22, 23-19, 22-26, 32 28, 7-11, 6-2, 14-18, 2-7, 18-23. Drawn.

(x) 29-25, 10-15, 21-17, 9-13, 17-14, z-13-17, 25-21, 17-22, 14-9, 22-25, 9-6, 25-30, 6-2, 30-25, 2-6, 25-22, 6 9, 12-16, y 23-19, 16-23, 27-18, 22-25, 18-14, 15-19, 24-15, 11-18, 9-13, 18-22, 14-9, 7-11, 9 6, 11-16, 20-11, 8-15, 6-2, 22-26. Drawn.

(y) 9-6, 16-19, 23-16, 7-10, 16-7, 15-18, 6-15, 3-28, 20-16, 8-12, 27-24, 12-19, 24-15, 4-8, 15-10, 8-11, 10-7, 11-15, 7-2, 22-26. Drawn. This was played between Ferrie and R. Jordan in their Championship match. Ferrie succeeded in trapping his great antagonist into a splendid stroke, but had not a winning advantage afterwards.

(z) 7-10, 14-7, 3-10, §25-21, 12-16, 32-28, 8-12, 24-19, 15-24, 28-19, 4-8, 27-24, 10-14, 19-15. Drawn.—*J. Lees*.

(§) 32-28, 10-14, 23-19, 14-18, 19-10, 18-23. Drawn.—*Lees*.

(a) c-24-19, 7-14, 31-26, b-11-16, 20-11, 8-24, 28-19, 1-5, 26-22, 4-8, 32-28, 8-11, 28-24, 9-13, 24-20, \*12-16, 19-12, 11-15, 29-25, 5-9, 20-16, 15-19, 23-18, 14-23, 21-17. Drawn.

(b) 3-7, 32-27, 9-13, 19-16, 12-19, 23-16, 8-12, 27-23, 12-19, 23-16, 1-6, 28-24, 6-10, 16-12, 11-15, 20-16, 14-17. Drawn.

(d) q-31-26, 10-15, 24-19, 15-24, 28-19, 11-15, 19-10, 7-14, 29-25, 9-13, 25-22, 3-7, 22-18, 14-17, 21 14, 7-10, 14-7, 12-16. Drawn.—*A. Cain v. W. K. Campbell*.

(e) Beware of 15-18, 20-16, etc., W. wins. This slip occurred twice in one of the Scottish tours.

(f) 11-15, 26-23, 13-17, 24-19, 15-24, 28-19, 8-11, 32-28, 3-7, 28-24, 4-8, 23-18, 14-23, 21-14, 23-26, 25-21, etc. Drawn.—*J. C. Brown v. J. Wilson*.

(g) 21-17, 10-14, 17-10, 7-14, 24-19, 9-13, 29-25, 14-17, 25-22, 17-26, 31-22, 3-7, 28-24, 7-10, 23-18, 11-15, 18-11, 8-15, 32-28, 4-8, 20-16, 10-14. Drawn.—*Lees*.

## Var. 15.

h-21 17	10 19	27 23	3 8	18 15	7 10
i- 1 6	23 16	8 12	27 23	11 18	14 7
29 25	12 19	23 16	n-11 16	22 15	2 18
15 19	k-17 14	12 19	p-31 27	9 18	27 24
24 15	l- 6 9	m-32 27	8 11	23 14	18 23

Drawn.—*G. Buchanan*.

(h) Scarcely so strong as 23-19 or 24-20. Black, with care, gets an equal game.

(i) j-11-16, 18-11, 8-15, 24-19, 15-24, 27-11, 7-16, 23-18, 2-7, 29-25, 10-14, 17-10, 7-23, 26-19, 16-23, 31-26, 23-27, 32-23, 4-8, 23-19, 8-11, 28-24, 1-6, 22-18, 6-10, 24-20, 10-14, 18-9, 5-14, 26-22, \*14-17, 22-18, 17-22, 19-15. Drawn.—*Robertson*.

(j) At this point 5-9 appears to lose, thus:—29-25, 11-16, 18-11, 8-15, 24-19, 15-24, 27-11, 7-16, 23-18, 1-5, 25-21, 2-7, 17-14, 10 17, 21-14, 4-8, 28-24, 8-11, 26-23, 7-10, 14-7, 3-10, 24-20, 10-15, 32-28, 9-14, 18-9, 5-14, 31-26. W. wins.

(k) 25-21 is very weak. There seems to be a narrow draw obtainable, but it should be avoided. I suggest the following, as about as well as White can do afterwards:—25-21, 6-9, 27-23, 8-12, 23-16, 12-19, 31-27, 4-8, \*26-23, 19-26, 30-23, 8-12, 28-24, 11-16, 24-19, 2-6, \*18-15, 16-20, 23-18, 3-8, 17-14, 7-11, 14-10, 11-16, etc. Drawn.

(l) 19-23 (plausible, but unsound), 26-19, 6-10, 31-26, 10-17, \*27-23, 17-21, 18-14, 2-6, 22-18, 6-9, 19-15, 8-12, 15-8, 4-11, 23-19, 11-16, 19-15, 16-19, 32-27, 3-8, 27-24, 12-16, 24-20, 7-11, 25-22. W. wins.

(m) 31-27, 3-8, 27-23, 11-16, 32-27, same as var. 15.

(n) 8-12 is very critical for Black, 23-16, \*12-19, 31-27, 2-6, o-27-24, 19-23, 26-19, 6-10, 18-15, 10-26. Drawn.

(o) 25-21, 11-16, 27-24, 7-11, 24-8, 4-11 (a nice problem for Black to solve), 14-10! 6-15, 26-23, 9-14, 18-9, 5-14, 30-26, 16-20, 23-19, 15-24, 28-19, 20-24, 26-23, \*13-17, 22-13, 24-27, 13-9, \*27-32, 9-6, 32-28, 6-2, 28-24, 2-6, 24-15, 6-9, 15-18, 23-19, 14-17. Drawn.

(p) 14-10, 7-14, 25-21, 8-12, is plain sailing for a draw.

## Var. 16.

q- 5 9	23 7	a- 6 9	27 18	5 9	22 6
r-29 25	3 10	b-28 24	12 16	21 17	15 29
t- 7 10	x-26 23	9 14	30 26	10 14	24 15
18 14	y- 1 5	23 18	16 19	17 10	2 9
9 18	z-24 20	14 23	32 28	13 17	Drawn.



(g) Although I consider this line quite sound, I am one of a small minority, many experts believing it a loser. I have never seen the win conclusively demonstrated.

(r) The strongest attack. 23-19 is easier to draw against, although a little complicated, thus:—s-11-16, 18-11, 16-23, 27-18, 7-16, 18-15, 3-7, 24-20, 7-10, 20-11, 10-19, 30-25, 8-15, 22-17, 13-22, 25-11, 6-10, 32-27, 9-14, 29-25, 10-15, 27-23, 1-6, 23-16, 12-19, 25-22, 14-18, 22-17, 18-23, 26-22, 23-26, 17-14, 26-30, 22-17, 15-18, 17-13. Drawn.

(s) This will also draw, but is not so good:—7-10, 21-17! 11-16, 18-11, 16-23, 27-18, 8-15, 18-11, 9-14, 29-25, 14-21, 22-18, and Black has to choose his moves with great care.

(t) Black may also draw by 6-10 here, but 1-5 loses. I append examples of both lines:—6-10, n-18-14, 9-18, 23-14, 10-17, 21-14, 15-18, 22-15, 11-18, v-26-22, 7-11, 22-15, 11-18, 31-26, 8-11, 24-19, w-11-16, 19-15, 4-8, 26-22, 16-19, 15-10, 2-6, 22-15, 19-23, 27-18, 8-11, 15-8, 6-29, 28-24, 13-17, 24-19, 17-21, 8-4, 29-25, 4-8, 25-22, 8-11, 22-18, 14-9, 18-14, 9-5, 14-18, 32-27, 18-14, 11-15. Drawn.

(u) If 23-19, the best reply is 10-14—not 11-16, which leads into weak lines.

(v) 24-19, 8-11, 14-9, 1-5, 26-22, etc., also draws.

(w) Black seems to have no sound alternative. If 4-8, 26-22! W. wins; or if 13-17, 14-9 is very strong, if not a forced win.

Reverting to note (t). Instead of 6-10, the following is no better:—1-5, 21-17! 7-10, 18-14, 9-18, 23-7, 3-10, 27-23! 5-9, 24-20, 9-14, 32-27, 6-9, 27-24, 2-6, 23-19, 14-18, 17-14. W. wins.

(x) 27-23, 11-16, 21-17, 16-19, 23-16, 12-19, 17-14, 10-17, 25-21, 15-18, 22-15, 17-22, 26-17, 13-22, 21-17, 2-7, 32-27, 6-9, 24-20, 1-6, 20-16, 22-26! 31-22, 8-11, 15-8, 4-20, 30-26, 7-10, 17-13, 10-15, 27-23, 9-14, 23-16, \*15-19, 16-11, 6-10, 11-7, 10-15, 7-3, 14-18. Drawn.—P. Thirkell.

(y) This is better for Black:—6-9, 25-21, 9-14, 24-19, 15-24, 28-19, 8-11, 23-18, 16-23, 18-9, 1-5, 26-19, 5-14, 30-26, 4-8, 26-23, 11-15, 32-27. Drawn.

(z) 10-14 has been given as a draw, but is very doubtful. Continue:—24-20! 6-10, 31-26, 2-6, 27-24, \*1-5, 23-19, 5-9, 26-23, 15-18, 22-15, 11-27, 32-23, 8-11, 25-22, 11-15, 20-16, 13-17, 22-13, 15-18, 16-11, 18-27, 11-7, 27-31, 19-15, 10-19, 24-15, 14-18, 7-2, 18-22, 2-7, 31-27, 15-10, 6-15, 13-6, 15-18, 7-11. Drawn.—A. Adamson v. W. McKendrick.

At the same point, the old defence by 11-16 has been proved a loser, by 24-19, 15-24, 27-11, 8-15, 23-18, 15-19, 30-26, 4-8, \*32-27, 8-11, 18-14, 10-17, 21-14, 1-5, 25-21, 6-9, 14-10, 11-15, 10-6, 9-14, 22-17, 2-9, 17-10, 9-14, 10-7, 14-18, 27-23, 18-27, 31-24, 5-9, 7-2, 9-14, 2-7. W. wins—Barrie and Crookston.

(z) 21-17, 5-9, 25-21, 9-14, 30-26, 15-18, 22-15, 13-22, 26-17, 11-18, 24-19, 18-22, 19-15, 10-26, 17-1, 26-30, 1-5, 30-25, 5-9, 12-16, 21-17, 16-19, 17-14, 2-6. Drawn.

(a) In the "Handbook" 5-9 is given, which allows a White win by 31-26, 9-14, 23-18. 6-9 runs into the original draw as given.

(b) 31-26, 9-14 (now White does no good by 23-18, etc., for then 10-14 draws easily), 27-24, 2-6, 23-19, and draw as in note (y) to var. 16.

## Var. 17.

c-18 14	4 8	21 14	m- 9 13	21 14	19 23
d-15 19	22 15	1 6	32 28	8 11	24 19
24 15	11 18	25 21	2 6	26 22	15 24
11 18	28 24	13 17	31 26	11 15	28 19
18-e-23 19	j- 6 10	30 25	7 10	27 24	23 26
8 11	k-24 20	6 9	14 7	6 9	
f-26 22	10 17	19 15	3 19	20 16	Drawn.

(c) In the opinion of some good players, this is as good as, if not better than, 25-22. Most of the experts, however, believe it slightly easier for Black. I take the middle course, and say that 18-14 may be classed equal with 25-22. The Black side is not a bit easier, and the situations resulting from our present variation are, in many cases, of great beauty.

(d) This I believe to be Black's best reply. He has two alternatives, both considered sound draws, but in practice they will be found extremely hazardous. I give an example of each:—

1st—11-16, 23-18 (White can also play 21-17, bringing the game into a powerful var. of the "Dyke" colours reversed. See the "B.D.P." Part 8, Exercise 43), 15-22, 25-18, 8-11, 29-25, 16-20, 24-19, 11-16, 27-23, 6-9, 19-15! 1-6, 32-27, 7-10, 14-7, 3-19, 25-22, 2-7, 21-17, 7-10, 30-25, 10-15! 18-11, 20-24! 27-20, 4-8! 11-4, 6-10, 20-11, 9-14, 23-16, 14-30, 11-7, 12-19, 26-23, 19-26, 4-8, 10-15, 8-11, 30-25, 11-18, 26-30. Drawn.—H. Henderson. This brilliant variation, which should convince the most sceptical of the beauty of the 18-14 line, is taken from an able analysis of the opening by the last American champion. Many important side-lines will be found in my "Handbook," and I may here gladly acknowledge my indebtedness to our gifted Scottish emigrant for many of the best of these. In common with every other British devotee, I am proud that one "prophet has found honour" in another country, even though it did not come to him in his own.

2nd—15-18, 24-20 (best), 6-9, 28-24, 1-6, 32-28, 6-10, 24-19, 10-17, 21-14, 18-22, 25-18, 11-16, 20-11, 8-22, 26-17, 9-18, 23-14, 13-22, 30-26, 2-6, 26-17, 6-9, 29-25, 9-18, 17-14, 4-8, 31-26, \*7-11, 19-15, 12-16, 14-10, 16-19, 10-7, 3-10, 15-6, 11-16, 6-2, 8-12, 26-22. Drawn. (Further play on this line appears in the Supplement to the "Handbook.")



(e) This attack is one of my own discoveries. It is not any stronger than the alternative line, 26-22, but will be found very deceptive and may bring out a win should Black stumble in the course of his next few steps.

(f) 28-24, 11-16, *g*-26-23, *h*-6-9, 31-26, 1-6, *i*-\*14-10, 7-14, 26-22, 2-7, 22-15, 14-17, 21-14, 9-18, 23-14, 16-23, 27-18, 7-10, 14-7, 3-28, 18-15, 4-8, 25-22, 12-16, 22-18, 5-9, 29-25, 16-19, \*30-26, 19-24, 25-21, \*8-11, 15-8, 6-10, 8-3, 10-14, 18-15, 14-18, 15-11, 18-22, 26-17, 13-22, 3-8, 22-26, 8-12, 26-30, 12-16, 30-26, 16-19, 9-14, 11-8, 14-18, 8-3, 18-23 Drawn.—*M. Barrie*.

(g) 25-22, 18-25, 29-22, 16-23, 27-18, is weak for White. Should he take 26-19 at the last move, Black should win by 6-9, 22-18, 13-17, etc.

(h) 16-20, 30-26, 6-10, 32-28, 10-17, 21-14.

(i) The student will observe why this sacrifice is necessary before 26-22.

(j) Seems the only satisfactory move. If 6-9, 31-26, 13-17, 25-22, 18-25, 29-6, 2-18, 26-23, 18-22, 23-18, and White has a winning position. Black does no better by 8-11, for then 19-15, followed by 24-20, wins.

(k) 31-26, 10-17, 21-14, 1-6, 26-22, 18-23, 27-18, 6-10, \*22-17, 13-22, 25-21, 10-17, 21-14, 2-6, 24-20, 6-10, \*32-27, 10-17, 19-15, 5-9, 15-11, 7-16, 20-4, 12-16. Drawn.

(l) If 6-9, 19-15, 13-17, 15-10, 9-13, 24-19, and White should win.

(m) 2-6, 32-28, 9-13 (must), is same as the parent var., but White may try for variety 27-24, 18-23, 24-19, 23-26, 31-22, 17-26, 19-16, 12-19, 15-10, 6-15, 21-17. Drawn.

#### Var. 18.

<i>n</i> -26 22	23 19	26 23	19 10	27 23	16 7
7 11	<i>p</i> -11 16	2 7	12 16	20 27	1 6
22 15	19 15	<i>q</i> -15 10	25 22	31 24	10 1
11 18	4 8	6 15	18 25	<i>r</i> -16 19	3 26
<i>o</i> -30 26	28 24	23 19	29 22	23 16	Drawn.
8 11	16 20	8 11	11 15	7 11	<i>W. Taylor</i> .

(n) The favourite attack with the big experts. There is so much scope for scientific manoeuvring in this line, that I am surprised at the comparative neglect it has endured. It is my firm belief that it will "come again." If 28-24, 8-11, 24-19, \*6-10, 25-22, etc., draws.

(o) Allan Hynd adopted this continuation with success against J. Searight in the 1899 International. It is more insidious than

the alternatives, 28-24 and 14-10, but Black can draw safely with proper care. I append a characteristic example of each of the other lines. A full analysis is outside the scope of this treatise:—

1st—28-24, 8-11, ¶23-19, 11-16, 19-15, 16-20, 24-19, 3-7, 27-24, 20-27, 31-24, 6-9, 32-27, 4-8, 24-20, 2-6, 30-26, 13-17, 20-16, 9-13, 25-22, 18-25, 29-22, §5-9, 14-5, 6-9, 21-14, 9-25, 26-23, 25-30, 27-24, 30-26, 16-11. Drawn.—*Cain v. Morrall*.

(§) 6-10, 15-6, 1-10, 27-23, 8-11, 22-18, 11-20, 18-15, 20-24, 15-6, 7-11, 6-2. Drawn.—*Morrall*.

(¶) 32-28, 6-10, 24-20, 10-17, 21-14, 1-6, 28-24, 3-8, 25-21, 6-9, 30-25, 18-22, 25-18, 11-16, 20-11, 8-22, 26-17, 9-18, 23-14, 13-22, 27-23, 4-8, 24-19, 7-11, 23-18, 11-16, 19-15. Drawn.—*R. Jordan v. Barker*.

2nd—14-10, 6-15, 23-14, 8-11 (best), 30-26, 4-8, 28-24, 15-18, 24-19, 1-6, 25-22, 18-25, 29-22, 11-16, 26-23, 6-10, 14-7, 3-10, 22-18, 10-14, 18-9, 5-14, 19-15, 16-19, 23-16, 12-19, 15-10, 8-12, 27-23, 19-24, 26-22, 13-17, 22-13, 24-27, 10-6, 2-9, 13-6, 27-31, 6-2, 31-26. Drawn.—*Ferrie v. Jackson*.

(p) Searight, against Hynd, played ‡3-7, 19-15, 11-16, 28-24, 16-20, 26-23, 4-8, \*15-10, 6-15, 23-19, 7-11, 19-10, 11-16, 25-22, etc., and White won.

(q) 23-19, 7-10, 14-7, 3-10, 25-22, 18-25, 29-22, 6-9, 15-6, 1-10, 27-23, 20-27, 31-24, 10-14, 22-18, 13-17. Drawn.—*W. Taylor*.

(r) 5-9, 14-5, 7-14, 32-28, 16-20, 24-19, 15-24, 28-19, 20-24, 22-18, 24-27, etc. Drawn.—*W. Taylor*.

#### Var. 19.

23-s-12 16	30 25	9 18	*23 19	17 26	23 19
22-t-24 20	6 9	16 12	14 17	31 22	26 31
8 12	14 10	1 6	19 10	<i>z</i> -5 9	19 16
20-u-25 22	7 14	<i>x</i> -28 24	7 14	27 23	31 27
<i>v</i> -10 15	27 23	4 8	22 15	14 17	15 10
18 14	<i>w</i> -2 7	32 27	11 18	22 18	27 23
16 19	23 16	<i>y</i> -6 9	25 22	17 22	24 19
23 16	14 17	26 23	18 25	18 15	9 14
12 19	21 14	9 14	29 22	22 26	Drawn.

*R. Jordan v. Freedman.*

(s) As already noted, most of the experts favour this line, but, in view of the attention 10-15 has received of late, I think it may be played more frequently in future. The text-move does not make Black's game any easier, nor does it, to any appreciable extent, limit White's choice of attack.

(t) Many prefer 24-19, but if anything, the text is more difficult to meet. A. Jordan usually plays 18-14, which is also a strong line. The following is an example of the latter:—18-14, 10-17,



21-14, \*16-19, §23-16, 11-20, 24-19, 8-11, 25-21, 6-10, 27-23, 10-17, 21-14, 1-6, 29-25, 6-10, 25-21, 10-17, 21-14, 2-6, 30-25, 6-10, 25-21, 10-17, 21-14, 13-17, 23-18, 17-21, 26-23, 21-25, 14-9, 5-14, 18-9, 11-15, 19-10, 7-14, 9-6, 25-30, 6-2. Drawn, after a long ending.—*J. C. Brown v. A. Jordan.*

(§) 24-15, 11-18, 26-22, 8-12, 22-15, 7-10, 14-7, 3-26, 30-23, 13-17, etc., draws.

(u) The usual attack here is 27-24 (var. 21), 28-24 (var. 20) is also good. The text-move is very complex, and if not carefully played by Black, is most deadly.

(v) Wyllie at first favoured 3-8 here, but Black gets a very bad game, e.g. :—3-8, 29-25, 5-9, 18-14, 9-18, 23-14, 10-17, 21-14, 16-19, 27-24, 11-15, 25-21, 6-10, and the position is very like a White win.

(w) Black can also make a critical draw here by 19-24, 28-10, 14-17, 21-14, 9-27, 32-23, 2-6, 23-18! 6-15, 26-23, 3-8, 25-21, 1-6, 21-17, 8-12, 31-27, \*12-16, 27-24, 4-8, 29-25, 6-10, 18-14, 15-18, 22-6, 13-29, 6-2, 29-25, 14-10, 25-22, 2-6, 22-26, 24-19, 8-12, 10-7, 11-15. Drawn.—*Ingram v. McGowan.*

(x) 26-23, 18-27, 32-23, 7-10, 28-24, 5-9, 31-27, 10-14, 23-19, 6-10, 25-21, 14-18, 29-25, 9-14, 19-16, 4-8, 16-7, 14-17. Drawn.—*F. Dunne.*

(y) The key move to the draw, and corrects the following :—5-9, 26-23, 9-14, 23-19, 6-10, 31-26, 13-17, 22-13, 14-17, 25-22. W. wins.—*C. H. Freeman v. J. Hill.*

(z) Best. If 14-17, 22-18, 17-22, 18-15, 22-26, 20-16, 26-31, 16-11, and White gains a piece, with a good prospect of ultimate victory.—*F. Dunne.*

#### Var. 20.

21-28	24	25	18	24	8	28	24	24	19	27	24
a-10	15	c-	7	10	4	11	6	10	14	14	18
32	28	f-	18	15	g-	26	22	22	18	18	9
15	22	10	19	3	7	1	6	5	14	Drawn.	

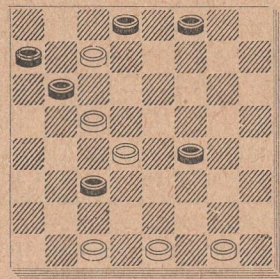
*Mar v. Wyllie.*

(a) This is usually adopted, but I do not like Black's game afterwards. He can play 4-8, 18-14, 10-17, 21-14, \*16-19, 24-15, 11-18, b-26-22, 7-11, 22-15, 11-18, 23-19, 3-7, 25-21, 13-17, 30-25, 6-9, 19-15, 1-6, 31-26, 9-13, 26-23, 6-10, 15-6, 2-9, 23-19, 17-22, 19-15, §7-11. Drawn.

(§) The amateur might be tempted to play 22-26, when this would happen :—15-11, 8-11, 21-17, 13-22, 27-23, etc. W. wins.

(b) 23-19, 18-22, 25-18, 6-10, 29-25, 10-17, 18-14, 8-11, 27-23, 1-6, 25-22, 6-9, 22-18, 17-22, 26-17, 13-22, 19-15, 11-16, 20-11, 7-16, 15-10, 16-19, 23-16, 12-19, 10-6, and the position is worth illustrating :—

9 13  
6 1  
\* 3 7  
18 15!  
7 10  
14 7  
2 18  
1 6  
\* 5 9  
6 1  
19 23!



¶ 1 5  
9 14  
5 9  
14 17  
9 14  
17 21  
14 10  
\*21 25  
30 21  
22 25  
Drawn.

*Black to play and draw.*

(¶) If 1-6, 22-25, 30-21, 18-22, 6-10, 23-26, 10-15, 26-30 draws (18-15, at the fourth move of solution, was suggested by Mr. C. Brown, of Cambuslang, to win, but although unsuccessful, the above neat ending is quite a welcome result).

(c) 6-9 is given the leading place in Lees' "Guide," but it is a very shaky draw if White replies 21-17! 13-22, 26-17, \*1-6, 29-25, 6-10, 25-21, d-\*9-14, 18-9, 5-14, 30-25, \*11-15, 20-11, 7-16, 24-19, 15-24, 27-11, 3-8, 31-27! 8-15, 27-24, 4-8, 25-22, 8-11, 17-13, \*2-7, 22-17, 11-16, 13-9, 16-20, 24-19, 15-24, 28-19, 7-11, 9-6, 11-15, 6-2, 15-24, 2-6. Drawn.

(d) This is rather tricky, although it loses :—10-14, 17-10, 7-14, 30-25, 3-8, \*31-26, e-9-13, 18-9, 5-14, \*25-22, 11-15, 20-11, 12-16, 22-17. W. wins.

(e) If 2-6, \*24-19, 11-15, 19-1; 14-17, 21-14, 9-13, 20-11, 8-29, 14-10, 13-17, 23-19, 29-25, 26-23, 25-22, 10-7, 22-26, 7-3, 17-21, 1-6, 21-25, 6-10, 25-29, 19-16, 26-19, 27-23, 19-26, 10-7, 12-19, 3-8. W. wins.

(f) 18-14 leads to some highly critical play, as undernoted :—

18	14	25	21	25	21	27	23	14	9	9	6
10	17	10	17	6	9	13	22	5	14	2	9
21	14	21	14	23	18	21	17	18	9	13	6
3	7	1	6	17	22	22	25	11	15	16	19
29	25	30	25	26	17	17	13	20	11	Drawn.	
6	10	13	17	9	13	25	30	7	16	L. Ginsberg	

(g) 23-18, 3-7, 27-24, 5-9, 26-23, \*1-5, 29-25, 9-14, 18-9, 5-14, 25-22, 11-15, 20-11, 7-16, 24-19, 15-24, 28-19, 14-18, 23-14, 16-23. Drawn.



## Var. 21.

<i>h</i> -27 24	7 16	25 22	10 26	18 14	30 26
<i>i</i> - 3 8	25 22	8 11	31 22	10 15	22 17
<i>j</i> -24 19	4 8	22 18	7 10	19 10	26 22
11 15	22 18	1 5	22 18	17 21	14 9
18 11	<i>l</i> - 9 14	18 9	16 20	23 18	22 6
8 24	18 9	5 14	32 27	21 25	<i>n</i> -10 1
28 19	5 14	<i>m</i> -26 22	11 16	18 15	Drawn.
<i>k</i> - 6 9	29 25	14 17	30 26	25 30	<i>Freeman v.</i>
20 11	2 7	21 14	13 17	26 22	<i>Barker.</i>

(*h*) As already noted, I prefer 25-22. The text-move, however, is probably the most frequent selection, and Black must defend with care, although his course is rather more discernable than in the alternative lines.

(*i*) There is no doubt that this is the best. 10-15 has been tried and found wanting. I do not believe there is a forced win for White, but suggest the following as a probable draw:—10-15, 24-19, 15-22, 25-18, 7-10, 26-22, \*10-15, 19-10, 6-15, 30-26, \*5-9, 32-27, 3-7, 29-25! 9-14! 18-9, 1-5, 9-6, 2-9, 21-17, \*16-19, 23-16, 12-19, 27-23, 4-8, 23-16, 15-18, 22-15, 13-29, 16-12, 11-18, 12-3, 7-10, 3-7, 10-14, 7-10, 14-17, 10-14, 18-23, 14-21, 23-30, 20-16, 29-25, 31-26. Drawn.

(*j*) 25-22, 16-19, 23-16, 12-19, 24-15, 10 19, 18-14, 6-10, 29-25, 10-17, 21-14, 1-6, 25-21, 6-10, 32-27, 10-17, 21-14, 8-12, 27-23, 4-8, 23-16, 12-19, \*26-23, 19-26, 30-23. Drawn.

(*k*) 10-14 is not so good, but appears drawable. Continue 20-11, 7-16, 19-15! \*6-10, 15-6, 1-10, 25-22, 16-19, 23-16, 12-19, 30-25, 5-9, \*32-27, (cor. p.p.) 4-8, 22-17, 13-22, 26-17, 19-23, 27-18, 14-23, 17-13, 8-11, 13-6, 2-9, 25-22, 11-15, 22-17, 23-26, 31-22, 9-13, 22-18, 15-22, 17-14. Drawn.

(*l*) Of course the amateur must beware of ‡8-11.

(*m*) In the famous match between R. Jordan and Wyllie, the "old man" tried to trip up the young genius, but without success. Their game went 23-18, 14-23, 31-27, \*13-17, 27-18, 16-23, 26-19, \*11-16, 21-14, 16-23, 14-9, 7-11, 9-6, 10-15, 18-14, 15-19, 6-2, 11-16. Drawn. A fine lesson in end play.

(*n*) This game is one of the classics in Draughts match play.

## Var. 22.

<i>o</i> -24 19	<i>t</i> -26 22	22 18	<i>v</i> -25 22	32 27	16 11
<i>p</i> - 8 12	9 18	<i>u</i> -10 14	7 10	11 15	18 25
<i>q</i> -18 14	22 8	18 9	<i>w</i> 31 26	19 16	30 21
10 17	4 11	5 14	1 5	12 19	Drawn.
21 14	25 22	29 25	27 24	23 16	<i>R. Jordan</i>
6 9	7 10	3 7	16 20	14 18	<i>v.W. Scott.</i>

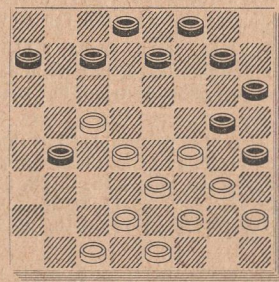
(*o*) While scarcely so cramping towards Black as 24-20, it must not be considered that the first player has an easy game. The open nature of his position enables the second player to vary his attack, and consequently Black must be on the alert.

(*p*) Compulsory. No draw has been found after 16-20.

(*q*) Another good line:—25-22, *t*-16-20, 29-25, 11-16, 18-14, 10-17, 21-14, 6-10, 25-21, 10-17, 21-14, 1-6, 22-18, 13-17, *s*-28-24, 4-8, *r*-18-15, 7-10, 14-7, 3-10, 26-22, 17-26, 31-22, 5-9, 30-25, 9-14, 22-18, 14-17, 25-21, 17-22, 18-14, 10-17, 21-14, 6-10. Drawn.—*Barker v. A. Jordan.*

(*r*) White seems to have a stronger attack here. I have won it more than once against strong club players, but I cannot find a forced win in the position. I invite the attention of the critics to this variation. Whether they succeed in disproving my finding or not, the situations resulting are value for an extensive newspaper threshing-out. Here is a worthy theme for a controversy:—32-28, forming the following position:—

\*6 9  
19 15  
§ 2 6  
24 19  
\*17 21  
26 22  
7 10  
14 7  
3 10  
28 24  
9 13  
31 26  
5 9  
15 11  
8 15



Black to play and draw.

18 11  
\* 9 14  
11 8  
\*14 17  
8 3  
\*10 14  
3 7  
14 18  
22 15  
6 9  
15 11  
9 14  
19 15  
16 19  
Drawn.

(§) A neat draw has been shown here:—17-22, 26-17, 16-19, 23-16, 12-19, 30-26, 19-23! 26-19, 9-13. Drawn.—*S. Lucy.*

(*s*) 18-15, 4-8, 23-18, 16-23, 26-19, 7-10, 14-7, 2-11, 31-26, 5-9, 18-14, 9-18, 19-16, 12-19, 15-10, 6-15, 27-24, 20-27, 32-7, 3-10, 26-22, 17-26, 30-7. Drawn.—*Head v. Klinka.*

(*t*) 28-24 9-18, 23-14, 16-23, 27-18, \*1-6, 26-23, 6-9, 23-19, 11-16, 19-15, 16-19, 24-20, 13-17, 15-11, 7-16, 20-11, 3-7, 30-26, 7-16, 26-23, 19-26, 31-6, 2-9, 14-10, 16-19, 10-6, 19-23, 18-15, 23-26, etc. Drawn.—*Barker v. A. Hynd.*

(*u*) 3-7, 29-25, 1-6, 25-22! \*6-9, 31-26, 9-14, 18-9, 5 14, 22-18, 14-17, 18-15, 11-18, 23-14, 16-23, 27-18, 17-22, 26-17, 13-22, 14-9, 7-11, 9-5, 10-15, 18-14, 15-19, 5-1, 11-16, 1-5, 23-26. Drawn.



(v) 25-21, 7-10, 25-24, 16-20, 30-26, 13-17, 32-28, 17-22, 26-17, 11-16, 19-15, 10-26, 31-22, 2 6, 17-10 6-15, 21-17, 16-19, 17-14, \*1-5, 22-17, 15-18, 24-15, 12-16. Drawn.—*Ginsberg v. Langen*.

(w) 28-24, 16-20, 22-18, 11-16! 18-9, 1-5, 9-6, 2-9, 23-18, 16-23, 31-26, 10-14, 26-19, 14-23, etc. Drawn.

## Var. 23.

24-x- 6 9	f-29 25	* 6 10	27 24	* 5 9	6 9
y-25 22	3 7	24 19!	2 6	21 5	11 16
a- 1 6	18 14	15 24	24 19	7 10	20 11
e-24 20	9 18	25 21	6 10	5 1	8 24
10 15	23 14	10 17	30 25	*10 14	32 27
28 24	10 17	21 14	10 17	1 6	Drawn.
7 10	21 14	*24 28	25 21	14 17	F. Dunne.

(x) Although this line can be drawn, it is so dangerous for Black that it should be avoided in match-play.

(y) This is White's strongest attack, but the following is sometimes adopted:—18-14, 9-18, 23-14, 10-17, 21-14, 12-16, z-24-20, 16-19, 25-22; now same as var. 11, after 7th move.

(z) If 26-23, 16-19, 24-15, 11-18, 28-24, 8-11, etc., draws. At fourth move White may take 23-16, but without advantage. At the first move, 25-21 is occasionally tried, but Black has at least an equal game by 16-19.

(a) If anything, the text is preferable; but the older defence is also drawable, thus:—11-15, 18-11, 8-15, 23-18, 7-11, 26-23, b-1-6, c-24-20, \*10-14, d-27-24, 13-17, 22-13, 15-22, 24-19, \*3-7, 23-24, 14-18, 23-14, 9-18, 30-26, 11-16, 26-17, 16-23, 29-25, 7-10, 24-19, 2-7, 32-28, 4-8, 17-14, 10-17, 21-14, 6-10, 25-21, 10-17, 21-14, 18-22. Drawn.

(b) 4-8, 24-20, 2-7, 28-24, 9-14, 18-9, 5-14, 31-26, 1-6, 23-19, 12-16, 19-12, 15-18, 22-15, 10-28, 26-23, 11-15, 30-25, 15-19, 23-16, 6-10, 27-24, 13-17, 16-11, 8-15, 20-16. Drawn.—*A. Battersby*.

(c) 30-25, \*3-7, 23-19, 11-16, etc., draws. See "Modern Draughts Handbook."

(d) 28-24, 6-10, 23-19, 14-23, 27-18, 3-7, 31-27, 9-14, 18-9, 5-14, 27-23, 11-16, 20-11, 7-16, 30-25, 16-20, 32-27, 13-17, 22-13, 4-8, 13-9, 8-11, 9-5, 11-16. Drawn.

(e) 29-25, 11-15, 18-11, 8-15, 23-18, 7-11, 26-23, 4-8, 24-20, \*10-14, 23-19, 15-24, 28-19, 14-23, 27-18, 9-14, 18-9, 5-14, 31-27, 6-10, 22-18, 14-23, 27-18, 2-7, 18-14, 10-17, 21-14, 7-10, 14-7, 3-10, 25-22, 11-15, 32-28, 15-24, 28-19, \*13-17, 22-13, 8-11, 13-9, 11-15. Drawn.—*R. T. Ward*. (A very pretty piece of play).

(f) Frank Dunne's move, improving published play. The continuation shows some master touches.

## Var. 24.

25-g-11 16	24 19	/- * 7 10	18 9	5 14	p-18 14
18 14	k-11 16	14 7	5 14	23 18	10 17
10 17	27 23	3 10	28 24	14 23	21 14
21 14	6 9	n-25 22	1 5	27 18	20 24
8 11	k-25 21	8 11	22 18	20 27	Drawn.
23 18	4 8	o-31 27	2 7	32 23	J.
16 20	29 25	9 14	18 9	16 20	Macfarlane

(g) This allows White to form a very strong position, so much so that Black is practically confined to the above line of play for a draw. Of course, were White to deviate from the above play, Black would obtain a good enough game, but it is bad policy to trust to your opponent making mistakes.

(h) 13-17, 25-21, 6-9, i-27-23, j-9-13, 30-25, 1-6, 14-9, 5-14, 18-9, 6-10, 21-14, 10-17, 25-22, leaves a very heavy ending, but there appears to be no draw for Black in it.

(i) An old trap lurks here. ‡29-25, 20-24, 27-20, 11-16, etc. B. wins.

(j) 1-6, 29-25, 6-10, 19-16! 12-19, 23-16, 9-13, 25-22, 4-8, 16-12, 11-16, 32-27, 8-11, 27-23, 16-19, 23-16, 20-24, 28-19, 11-20, 19-16. W. wins.—*W. Jordan beat J. Ballentine*, correcting Robertson's "Guide" and all previously published play.

(k) 25-22, 4-8, 29-25, 7-10, 14-7, 3-10, 25-21, same as var. 24; but instead of 25-21 at the last move, 18-15 is very powerful, and may knock out the whole line.—*Shearer*.

(l) m-2-6, 25-22, 6-10, \*32-27, 10-17, 21-14, 7-10, 14-7, 3-10, \*18-15 1-6, 28-24, 13-17, 22-13, 9-14, 26-22 14-17, 30-25, 17-26, 31-22, 10-14, 22-18, 14-17. W. wins.—*Macfarlane*.

(m) 1-6, 25-22, 6-10, 32-27, 10-17, 21-14, 7-10, 14-7, 3-10, \*30-25, 2-7, 25-21, 7-11, 19-15, 10-19, 21-17. W. wins.—*Lees*.

(n) 18-15, 2-7, 15-6, 1 10, 25-22, 8-11, 22-18, 9-14, 18-9, 5-14, 26-22, 14-17, 21-14, 10-26, 31-22, 20-24, 23-18, etc. Drawn.—*Macfarlane*.

(o) If 32-27, 9-14, 18-9, 5-14, 22-18, 1-5, 18-9, 5-14, 26-22, 13-17, 22-13, 2-7—drawn. Or, 19-15, 10-19, 32-27, 19-24, 28-19, 9-14—drawn.

(p) 19-16, 12-19, 23-16, 20-24, 16-12, 13-17. Drawn.—*Macfarlane*.

## Var. 25.

q-11 15	25 11	8 15	29 25	6 9	23 7
18 11	7 16	28 24	5 9	27 23	u- 2 11
8 15	24 20	4 8	25 22	t- 1 6	
21 17	3 8	24 20	r- 9 13	20 16	
13 22	20 11	8 11	s-23 18	12 19	



(q) This line has been generally considered a narrow draw, an opinion which I also held until recently. An exhaustive analysis, however, convinces me that Black's game is untenable. I have given Black's best defence, from which it will be seen that White must play with absolute precision.

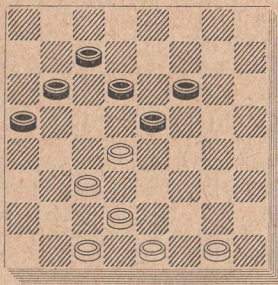
(r) 9-14, 20-16, 12-19, 23-7, 2-11, 26-23, 6-9, 27-24, 9-13, 24-20, 14-17, 30-25. W. wins.

(s) The correct play. 32-28 is enticing, but allows Black to escape with a narrow draw.

(t) 1-5, 20-16, 12-19, 23-7, 2-11, 26-23, 10-14, 32-28, 14-17, 28-24. W. wins

(u) The position is diagrammed, to show a useful piece of end-game manipulation.

\*26 23  
v-13 17  
22 13  
15 22  
\*32 28  
9 14  
28 24  
v-14 17  
\*23 18  
17 21  
24 19  
22 25  
\*31 27  
25 29  
27 24



White to play and win.

29 25  
24 20  
25 22  
19 16  
22 15  
16 7  
10 14  
7 2  
6 10  
\* 2 7  
x-15 18  
13 9  
18 22  
9 6  
22 17

continue: -6-2, 10 15, 2-6, 17-13, 7-11, 15-18, 11-15, 18-22, 20-16, 22-25, 16-11, 25-29, 11-7, 29-25, 7-2. W. wins.

(v) 10-14, 32-28, 14-17, 23-19, 15-24, 28-19, 17-26, 30-23, 6-10, 31-27, 10-14, 27-24. W. wins.

(w) 11-15, 24-20. W. wins. (Be careful not to play 23-19, which allows a draw by 14-17, 22-26, etc.)

(x) 15-19, 18-9, 10-15, 7-10, 14-17, 20-16, etc. W. wins.

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
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